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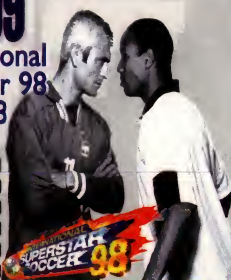


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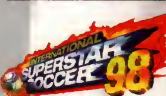
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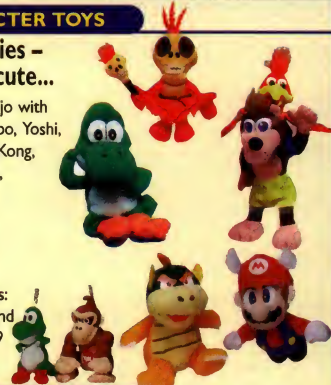
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64

SOLUTIONS

PAGE
20

FI GRAND PRIX

A storming track and pit-stop guide to the best F1 game on any console!

PAGE
32

BUCK BUMBLE

Buzz through the entire game with this handy players' guide - includes all the cheats.

PAGE
64

GEX

The lizard king hits the N64 and we've got the full solution, including all the passwords.

PAGE
76

BODY HARVEST

Part one of the exhaustive solution to Gremlin's alien invasion shoot-'em-up.

PAGE
82

1080° SNOWBOARDING

Track and board players' guide to the N64's best snowboarding game.

PAGE
86

HOLY MAGIC CENTURY

Essential step-by-step guide to this challenging adventure.

PAGE
98

F-ZERO

Full guide to every track and cup, plus exclusive new cheats!

PAGE
116

THE COMPLETE

A-Z OF CHEATS

PAGE
06

TUROK 2

An exclusive guide to one of the best shoot-'em-ups on the N64, we tear this game apart!

REGULARS

PAGE
104

Q&A

All your gaming problems solved by the experts!

PAGE
48

SPECIAL OFFERS

Save a fortune on the latest tips books!

PAGE
108

SUBSCRIPTIONS

Join the 64 SOLUTIONS dudes today!

PAGE
107

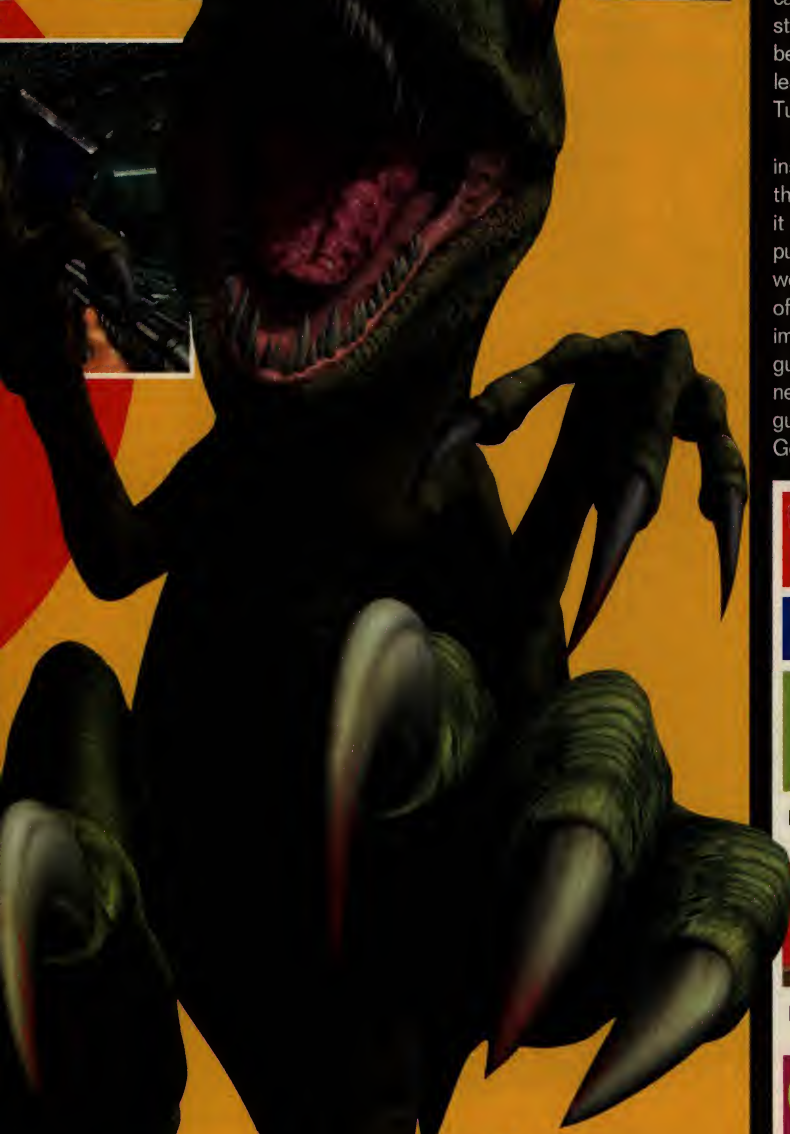
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SOLUTIONS



TUROK 2: SEEDS OF EVIL

FIFA ROAD TO
WORLD CUP '98
FIGHTERS DESTINY
FORSAKEN
GOLDENEYE
MACE
MISSION IMPOSSIBLE
MORTAL KOMBAT 4
NBA
ROBOTRON 64

SHADOWS OF THE
EMPIRE
SNOWBOARD
KIDS
TUROK DINOSAUR
HUNTER
TOP GEAR RALLY
WAVE RACE 64
WETRIX
YOSHI'S STORY

WELCOME TO THE N64'S BEST TIPS MAGAZINE!

As the Christmas rush begins we can look forward to some truly stunning N64 games arriving before the end of the year, not least our cover game this issue – Turok 2 from Acclaim.

The first Turok game was an instant hit because it was one of the first N64 games and had what it takes to make it an essential purchase – great graphics, cool weapons, and lots of action. Turok 2 considerably expands the ambition of the first game; giving us more blood, bigger guns, and most importantly, a multiplayer mode to die for. The first part of the complete guide starts on page 6 and there are some exclusive cheats on the way next issue too. Also on the 64 SOLUTIONS hotplate this issue is a track guide to F1 World Grand Prix – the best F1 game on any console, plus Gex, HMC and F-Zero X. It just gets better and better. Enjoy!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "Jeep" Butt: Managing Editor

Turok 2 multiplayer? Well it's not as good as Goldeneye (obviously), but the gallons of blood and insane monkey mode make it strangely compelling.

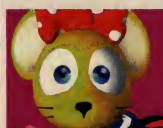
Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell "Lizard" Murray: Gamebuster

The chin-gloved one had enormous fun this month making Gex repeatedly fall from high platforms just to hear the sickening crunch. We can't blame him.

Favourite Game: Turok 2 **Email:** 64sol@paragon.co.uk



Lisa "Hectic" Johnson: Designer

It takes a special kind of person to create the artistry within the pages of 64 SOLUTIONS. And preferably someone who doesn't mind staring at Russell every minute of the day!

Favourite Game: Banjo **Email:** lisam@paragon.co.uk

Special thanks to: Lou Wells, Paul Ridley, Roy Kimber, Joypad (01202 311611) & Control Zone (01590) 677144 for supplying the games, Acclaim, Nintendo, GT, Konami, Gremlin and UBI Soft.

KNOW YOUR PAD WELL! Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



TUROK 2: SEEDS OF EVIL

Prepare to begin the adventure of your life! 64 SOLUTIONS proudly brings you the complete guide to the dinosaur-blasting epic, Turok 2. Step carefully, for the quest begins...

ABOUT TUROK 2: Defeat the evil dinoid hordes and save the Universe from the despot Primagen!

INFO

MISSION OBJECTIVES

Activate three distress Beacons, Rescue four caged children, Activate warp portal, Locate the energy totem and defend it at all costs

LEVEL WEAPONS

Pistol: Found in the small passage at the top of a broken ladder near Teleport One.

Shotgun: Found on the drawbridge between Teleport Three and Teleport Four.

Tek Bow: Behind a door leading to the first Primagen Key in the room between Teleport Five and Teleport Six.

LEVEL 1

THE PORT OF ADION

You begin the level facing the water as the boat goes down. Walk forward and swim down to the two submerged boat pieces, inside of which are Red and Yellow Tokens. You can also collect Red Tokens from under each archway opposite the harbour doors.

Climb back to where you started, face right and make your way along the quayside and up the ramp, taking care to avoid the explosions which take place. To your right in the hole in the wall which the explosions have made is an alcove with a Beacon Switch, however you can't activate that yet so continue past the overturned cart and shoot the barrel standing to the right of the ramp. Before you enter the resulting hole, collect the Arrows from on top of the box to your left.

Enter the hole, go up the ladder and enter the first small chamber where you

can see a Pistol on a high ledge. Turn right, enter the next chamber and pick up the Power Cell. You can now activate the first Distress Beacon so go back through the previous chamber, down the ladder and touch the Beacon Switch to activate it. Return to where you found the Power Cell and climb the ladder. Pass through the short passageway and drop down into the next room where you can see the first teleport.

Make your way around to the ladder leading to the teleport platform and go up it. If you want to collect the pistol that you saw in the first chamber then turn and jump diagonally across to the broken ladder on the wall, otherwise enter Teleport One.

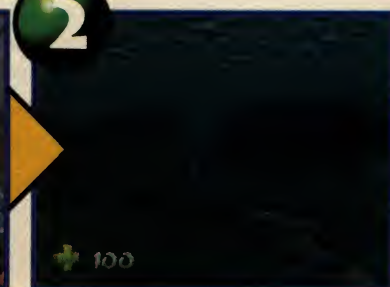
FIND THE FIRST CHILD

In the next room if you climb the ladder and follow the platform around

1



2



**PLAYERS**

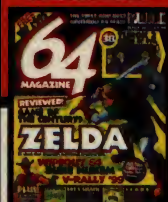
1-4

**CART SIZE**

128M

**MEMORY**

No

PUBLISHER:
DEVELOPER:Acclaim
Iguana**GAME TYPE:**
ORIGIN:Shoot-'em-up
USA**RELEASED:**
PRICE:December
£39.99**64 SAYS****IN ISSUE 21
64 MAGAZINE
SAID:****"SLIGHTLY
DISAPPOINTING
AS A ONE-
PLAYER GAME,
BUT PANT-
WETTINGLY
GREAT IN
DEATHMATCH!"****64 MAGAZINE ISSUE
21 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS****THE FIRST AND BEST
NINTENDO 64 MAG!**

CONTROLS

Memorise these essential buttons or Turok might end up as a dinoid mid-morning snack!**A BUTTON:** Accelerate**B BUTTON:** Brake**▲ C BUTTON:** Change View**▼ C BUTTON:** Rear Mirror**◀ C BUTTON:** Left Mirror**▶ C BUTTON:** Right Mirror**ANALOGUE PAD:** Steering Left and Right**Z BUTTON:** Manual Gear Shift Down/Hold for reverse**LEFT BUTTON:** Manual Gear Shift Down**RIGHT BUTTON:** Manual Gear Shift Up**D PAD:** Select Menu Items

there is a line of Yellow Tokens. Go forwards and turn left and you should see your first Fireborn! Blow him away and go forwards to the intersection, the sides of which are blocked with fallen rubble which you can't get over, so don't bother to try.

Collect the first Level Two Key from on top of the small pyramid and continue along the corridor. At the turning, go carefully as there are two more Fireborn waiting in the shadows. Dispose of them, and if you want to you can climb the next ladder for some more Yellow Tokens. When you're

ready, shoot the barrel in the corner of the room and go through the small tunnel collecting the Health as you go. In the next room, turn right and pass through the archway to collect a pistol.

You now find yourself in a Oval room with water in the middle. To your left, high up on the platform running around the wall of the room is a Endtrail lobbing explosives at you. You can try and shoot him if you want but it's best just to ignore him for the moment.

Jump into the water and collect the Ammo and Health from under the bridge if needed, then pass into the

3**4****TOP TIP:** Use the bow as much as possible early in the level and reclaim the Ammo from the dead monsters.

PAGE No.

07

KEY

KEYS TO FIND

FIRST LEVEL TWO KEY
Just past Teleport One in the corridor that's blocked both sides by rubble where you meet the first Fireborn.

SECOND LEVEL TWO KEY
In a small room high up near the start of the level, reached through Teleport Four.

THIRD LEVEL TWO KEY
Up a ladder in a room just past Teleport Nine with the Switch that opens Teleport Ten.

FIRST LEVEL THREE KEY
Can be found hidden behind a waterfall in an open area just past Teleport Five.

SECOND LEVEL THREE KEY
In an alcove up a ladder in an area past Teleport Ten shortly before you reach the second warp portal.

THIRD LEVEL THREE KEY
On the top floor of the building that you reach by crossing one of two bridges, it is shortly before the second warp portal.

FIRST PRIMAGEN KEY
Just past Teleport Five in the area just past where you find the Tek Bow. You can't get it this time around though, you need to come back after finishing Level two.

tunnel which was on your right as you came in. At the end of the tunnel, climb the ramp which has been formed by a pile of collapsed stone to get to a platform with a ladder leading upwards and a Switch.

When you trip the Switch, a concealed panel in the wall behind you opens releasing a Fireborn, so it's best to go back into the Switch with your weapon ready. In the alcove with the



Fireborn are two Health pick-ups. Having dealt with the Fireborn climb the ladder and pass through the passageway then drop left onto the upper walkway running around the Oval room.

Turn right and pass carefully along the walkway. If you haven't already, blow away the Endtrail that's blocking your path - use the pistol rather than the bow as the Endtrail will probably fall off the platform when it dies, taking your arrows with it. When the Endtrail dies the wall behind it opens revealing a Switch.

Trip the Switch to open the door downstairs but don't go down yet. Instead, go along the platform and up the ladder. Follow the passageway into a small chamber, collecting the flashlight as you do, then go up the next ladder, through the Health-filled corridor and

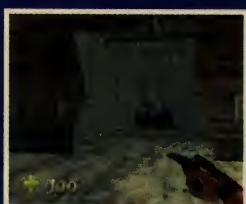
down another ladder. To your left is a small corridor with a red token at the end of it. In front of you is a Switch. Activate it to open the wall just to the right. Follow the short corridor to a room where the first of the children is on a small platform in the middle. You can't get to her yet as the gap is too far to jump. An Endtrail is patrolling this area, and it'll attack you without warning, so the best thing to do is to lure it back into the tunnel or else risk falling into the bottomless chasm in the centre of the room.

Once you've disposed of the Endtrail make your way to the other side of the room. If you need them, there are Pistol Clips on each corner of the square and Health pick-ups in the corridor beyond. Go up the two

BEACON

BEACON 1

The first of the Beacon Switches is in a hole in the wall right at the start. The power cell for it is in the first passageway and you just need to touch the Switch while carrying the cell to activate it.



MISSING CHILD

MISSING CHILD 1

The first child is on a pillar of rock in a room you reach from the oval area with the water at the bottom. You need to activate the Switch in the room above to open the cage and extend a bridge across the gap.



**PLAYERS**

1-4

**CART SIZE**

128M

**MEMORY**

No

PUBLISHER:
DEVELOPER:Acclaim
Iguana**GAME TYPE:** Shoot-'em-up
ORIGIN: USA**RELEASED:**
PRICE:December
£39.99

ramps – either way, it makes no difference – onto the platform above the room which the child is caged in where another Endtrail is waiting. Kill it, and to one side is a Switch which opens the cage below and drops a drawbridge across the gap. The same Switch also opens a door directly opposite the Switch and releases a Fireborn. Kill the Fireborn, grab the Ammo from their alcove and go back down into the room below. Cross the drawbridge and touch the child to free her.

Now make your way all the way back to the room with the water in the middle, drop down and go through the door you opened previously, taking care not to fall into the water or you'll have to go back through the tunnel to get up again. Shoot the Endtrail who has been released and watch out for the two Fireborn and other Endtrail that are lurking within the teleport room. Grab any Ammo you need – there is a clip behind each door and a box of Ammo in the middle of the room – and enter Teleport Two.

ENDTRAIL TAG

You appear to find a mass of masonry in front of you. Move forward

1



2



and you're accosted by a Fireborn. Take care of him, then pick off the Endtrail who lobs grenades at you from on top of a fallen column. You can see a closed door at ground level, an archway above you and an ultra Health on a column to your right which you can't get to yet. Switch to your talon, go right around the corner where a pack of Raptoids is feasting on a dead body. The moment they spot you, they swarm towards you and are difficult to hit with a projectile weapon so gouge them with your talon.

Having eradicated the cute but annoying little dinos, go to the Switch on the left and activate it to open a door back around the corner. Go back round the corner and through the open door, then follow the corridor to the next door which opens automatically. You can now see an Endtrail who lobs grenades at you and ducks behind a box. He will keep ducking and running round the box if you try to chase him, so the best way to get him is to Switch to your pistol and jump on the box. He'll be momentarily confused, giving you a chance to paste him. Once you've done this climb the ladder on your left and hit the Switch on the platform to open the next door. Drop off and pass through but keep an eye out for the two Raptors who are roaming around this area.

To your right is a closed door. To your left another ladder. Climb the ladder and activate the Switch on the platform above to open the door that was on your right as you came in. Go through this door, up a ramp, over a humped-back bridge – defeating a Fireborn on the way – and through another corridor to emerge onto a raised platform below the archway in the room with all the masonry. From here you

can jump across left to get the Ultra Health then drop down and pass back through the corridor to the room where you met the Raptors.

Go past the ladder on the left, follow the path round to the right, kill the Fireborn, jump onto the fallen masonry which has a Pistol and two Clips on top of it, and use this to jump to the broken ladder. At the top of the ladder is some Health. The door opposite the ladder should have opened automatically, so blow away the Endtrail on the other side.

Follow the long corridor to the next door which opens automatically and kill the Fireborn who attacks you. You can see a guard tower and some

The handsome-looking fellow to the left is the first of the dinoid army that you will encounter on your adventures. He's not very intelligent, can't use weapons, and over-acts tremendously when he dies.

09

PAGE No

09

grass. Blow the barrel in the guard tower to drop a Quiver, a Clip and some Health. Climb the ladder to the right for some Arrows and Health, then go right and pass into an open area.

On your right is a raised drawbridge with a Raptors that you can't get to yet. Instead go left, kill the Fireborn who emerges from the water and if you need more Ammo climb the ladder up to the boat and grab the Clip from the deck.

Shoot the Endtrail in front of the door to the northwest of the boat to open it but don't go through yet. Instead, blow the barrel just to the right of the door and enter the alcove it opens for the second Power Cell.

Grab the cell, go right, climb up the pile of boxes and take the ladder up to the second Beacon Switch to turn it on. That done, drop down, grab the Arrows from between the boxes and go back to the Endtrail door and through to enter Teleport Three. In the new room go forward and right into the corridor,

BEACON

BEACON 2

Shortly before you get to teleport three in the room with the first boat you find the second Beacon Switch on a ledge which you reach by climbing a pile of boxes and a ladder. The power cell is hidden in an alcove in the same room which you uncover by blowing a barrel up.



killing the Endtrail who accosts you. Follow the corridor to the end and left into another harbour area with two boats. If you climb the ladders onto the boats you find lots of Health, plus if you look around whilst up there you can see two nets hanging from hooks. Blast the hooks to drop the nets and reveal one Red Token, one Clip and one Health pick-up per net.

At the southeast corner of this area is a ramp and at the top of the ramp is a Endtrail. Kill him to open the door he's guarding and activate the Switch that's inside which opens two doors. The first is next to the ramp and contains the Power Cell. The second is opposite the Switch and contains an Endtrail and another Switch. Grab the Power Cell and kill the Fireborn.

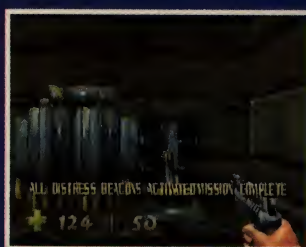
Before you trip the next Switch, go to the boxes on the west side of the area and look behind them for the third Beacon Switch. Once that's done, activate the next Switch to open the final door in this area.

A Raptor attacks you, so kill it and follow the corridor on the other side of this door then blow away the two barrels to obtain four Ammo Clips. Carry on, kill the next group of Raptoids and go up the ramp, blowing away the two Fireborn and the Endtrail who appears from behind a wall and lobs grenades. If

BEACON

BEACON 3

Just past teleport three in the room with two boats you find the third power cell behind a door which opens with a Switch at the top of a ramp. The third Switch is in a corner of the same room, hidden behind some boxes.



you're lucky, they start to fight amongst themselves! Grab some Health from the hole in the wall and continue down the corridor to the drawbridge which drops down. Grab the Shotgun from the middle and blast the three barrels on the other side which hopefully kills the Endtrail behind. In the next room is the first save portal, so use it!

Once you've saved the game activate the Switch on the wall next to the cogs to open the doors in the room below the



THE WEAPONS

Here's a rundown of the hardware you need in order to defeat.

TALON

Turok's basic weapon. The talon is vicious and doesn't require ammo nad only works up close so you may find yourself falling back on it in times of crisis.



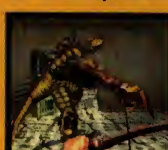
WAR BLADE

The 'deluxe' version of the talon, the war blade has all the pros of the smaller weapon but the over-sized blade ensures maximum damage per slash.



BOW

The second basic weapon. The range of the bow depends on how long you hold the fire button down, making rapid fire over long range a problem.





PLAYERS

1-4



CART SIZE

128M



MEMORY

No

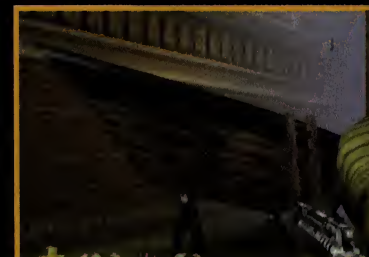
PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE: Shoot-'em-up
ORIGIN:RELEASED:
PRICE:December
£39.99

MISSING CHILD

MISSING CHILD 2



Behind a hidden door just before you get to Teleport Four. When you drop into the room two Endtrails attack so it's best to stand on top of the cage and kill them from relative safety before dropping to the floor. The Switch is to free the child is directly in front of the cage.



drawbridge. Return to the drawbridge, jump off to the right onto the boxes for more tokens then kill the Endtrail, Fireborn and Raptor that have been released and pass through the newly opened doors. Go into the narrow passageway on the right and kill the Fireborn who's in the water-filled tunnel. Get the Clip which was on the right as you exited the passageway and go left along the tunnel to kill the second Fireborn. Climb the ladder to the

platform with the Switch, activate it and turn left to see a hidden opening in the wall. Jump across to the opening and pass along another narrow tunnel. In the room beyond, jump down onto the cage in the next room and kill the two Endtrails who emerge then hit the Switch to free the second child, grab the Health, touch the child to free her and go back up the ladder

Get back onto the platform with the Switch and follow it along, blowing up

1



2

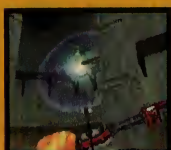


To open this door, you need to kill the dinoid that's guarding it. The Power Cell is in an alcove just to the right.

TEK BOW

The tek bow is the 'advanced' version of the normal bow, firing arrows

which explode shortly after impact. It also has a zoom function.



PISTOL

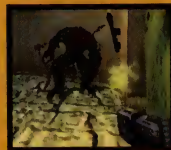
While it's not very powerful the pistol has a rapid rate of fire and you should find an abundance of clips lying around the place.



MAG 60

The Magnum has the speed of the pistol but far more stopping power.

Excessive use results in an abundance of headless monsters!



TRANQUILLISER GUN

TA monster-friendly piece of kit which puts the poor dears to sleep for a bit.

Useful for holding down a pressure switch.



PAGE No

11

WARP PORTAL

FIRST WARP PORTAL

Shortly after teleport five you find your first warp portal. The Switch to open it is in the same room, and when you enter Adon tells you about the special feathers you need to collect.



the three barrels for a Red Token, /Health and Ammo then pass through Teleport Four.

When you exit the teleport, climb the ladder in front of you and kill the Fireborn in the small room beyond. Grab the three Clips which are in the left corner of the room as you enter and get the second Level Two Key. Carefully drop down through the opening at the end – collecting the Shotgun Shells – onto the walkway in the room with the water at the bottom. Go left, killing the Endtrail and through the open doorway to the unguarded teleport room. You should find Tek and normal Arrows hidden behind pillars in the room. Enter Teleport Five.

HIDDEN DOORS

In the next area go forward grabbing any Clips you need from behind the building in front and take the corridor at the southeast of the map, past the locked door at the top of the ladder into a corridor and up a ramp, killing two Endtrails. You find yourself in the first warp portal room, so activate the portal with the Switch on the top left.

Enter the portal to transfer to the Talisman chamber and meet Adon. Exit the Talisman chamber, and once out of the portal take the other exit from the room up two ramps and out into an area with a two-storey building in front of you. Kill the Fireborn that jump from the building and go left to the edge of the walkway and follow it past the waterfall, left, then left again until you find yourself at the end of a platform with



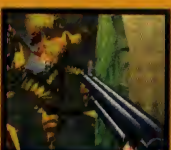
CHARGE DART RIFLE

This rather electrifying weapon fires bolts of electricity. It's not got a very rapid rate of fire and recharges after each shot.



SHOTGUN

The essential piece of kit. It doesn't fire very fast but it will hammer anything standing vaguely in front of you.



SHREDDER

This reflective laser weapon fires energy bolts that bounce off walls till something organic is hit, good corridors clearing.



PLASMA RIFLE

With fairly rapid fire and superheated plasma bolts, this weapon is a handy thing to have when faced by multiple enemies.



PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:December
£39.99

MISSING CHILD

MISSING CHILD 3

Just past Teleport Six in a dark room behind a hidden wall which you open using the Switch at the top of the broken ladder. You need to activate several Switches to drop down all the drawbridges and take care of a number of monsters before you can access this room. Go very carefully, as both rooms have chasms in the middle which kill you if you drop into them.



three Health pick-ups on it. Ahead of you is an alcove with a Switch. Jump across and activate the Switch which triggers a door hidden behind the waterfall at ground level. Jump down, go into the waterfall, killing the Endtrail who's been hiding there to find the first Level Three Key. There are also some Shotgun Shells hidden in the water.

Go all the way back up through the corridors and the warp portal room until you're above the waterfall and this time go right and past some crates then left to a door which is closed. The Switch in the alcove on the right of you opens the door, behind which is the Tek Bow.

Grab the Bow and follow the corridor along to an open area in which Endtrails will be sniping at you. Use the Tek Bow sniper facility to take out the Endtrails, and the door at the end of the room opens. If you go through the door, a passageway and some ramps lead to the upper level where you can see the first Primagen Key, but you can't get to it yet. So go back to the platform above the waterfall – going up the ladder into the two-storey building for some Health and Tokens on the way – and follow the walkway round to the point where you jumped to the alcove with the waterfall Switch. This time though don't go right down the last stretch of walkway, instead continue straight on and turn right to enter a room with a save portal, an Endtrail and the next teleport. Save and enter Teleport Six.

BRIDGING THE GAP

Out of the portal go forward and take out the two Fireborn who race at you from around the corner. Once round the corner you can see a pile of fallen masonry. Kill the Endtrail standing on it and jump up the lumps of stone to the top then jump from the highest piece to get to the broken ladder which leads to a Switch.

The Switch opens a hidden door almost opposite the Switch back in front of the rubble. Go through the newly-revealed corridor and go down the ladder. In front of you is a Shotgun. Proceed cautiously though because when you grab it a wall closes behind you and the two wooden walls to left and right drop down to reveal Fireborn. Blast them both and hit the Switch on the left to drop the centre drawbridge. Cross the bridge, activate the Switch on



1 When you get out onto the upper level of this area, you're attacked by a number of fireborn who leap at you from the top floor of the building you see when you first exit the tunnel.

2 On the top level, make your way round to the end of the area and look for the walkway with the three Healths at the end. You need to jump from here to reach the Switch within the alcove.

3 Once you've activated the alcove switch, the hidden door in the waterfall opens, granting you access to a Key.



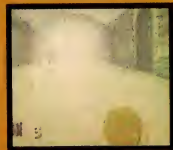
FIRESTORM CANNON

Based on the minigun, this huge gun has a revolving barrel which shoots beams of energy at an incredibly rapid rate.



SUNFIRE POD

The sunfire temporarily blinds any enemies, making them helpless for a short while and allowing you to kill them.



CEREBRAL BORE

This homes in on enemies, bores a hole in their head, then sucks out their brains; works on the intelligent creatures only.



PFM LAYER

This nasty little weapon launches energy mines which when triggered by a wandering monster will cut it off at the knees.



TOP TIP: To clear difficult or tricky jumps, don't press the jump button until the second you start to fall forwards.

PAGE No.

13

2



3



1 When you find a teleport, make sure you check all around it for concealed weapons and Health pick-ups.

2 This area is huge and conceals all manner of secrets. You need to hunt in and behind every structure you find to uncover all the secrets.

the wall ahead of you to open another hidden door and release two more Fireborn. Cross back over the bridge, enter the new room to find another Switch and activate it to open two more concealed doors on the other side of the room, releasing two more Fireborn. Kill them and hit the newly revealed Switch on the left alcove on the far side to open two more doors, behind which two Endtrails are lurking. Kill them and go cautiously into the next room. On your left or right as you enter (depending on which door you use) is an alcove with Health and another flashlight. The third child is in a cage on the far side of the room and the Switch to open her cage is in the alcove with the flashlight. Be careful not to drop into the pit in the middle of the room though.

Now return to the room with all the rubble in it. In the north-east corner is a fountain with two Switches on either side. Hit both to open a hidden door in the fountain and pass through. Part-way along the passageway you'll warp into the next part of the corridor.

In the next area, go into the ruined building and hit the Switch on the north wall. Exit via the door on the northwest of the map which has just opened after first collecting the Ammo Clips between the beds in the building and the Arrows from behind it. Follow the long corridor – killing a Fireborn – into an area with a two-storey building. On your right and directly ahead of you near the top of the map are explosive barrels which reveal alcoves containing Tokens or Health when they're blasted. On the top floor of the building which you reach via the ramp is a box of Ammo. On the ground floor, reached via a doorway just to the northwest corner

of the house is some Health and a Switch which lowers the drawbridge at the northeast of the area.

Go to the northeast corner of the area, blowing the third explosive barrel along the way for a box of Ammo and go up the ramp, kill the Endtrail and go through the archway. Follow the corridor around and over the drawbridge then kill the three Fireborn that emerge from the door on the other side and pass down the corridor to Teleport Seven.

WRAP UP THE RAPTORS

Go down the corridor, turn right and stop at the top of the ramp. From here, jump onto the building to the right and then turn right to see an alcove with a Switch. Jump across and hit it to open a door on the opposite side of the room which releases a Raptor.

Go to the open door and hit the Switch on your left as you pass through to open a door with another Raptor. Kill the Raptor and go right and then left and activate the second Switch which opens a door on the northeast of the map which you need to use later.

Head northwest – killing any Endtrails who get in your way – where there are various crates on which you need to jump upon to get up to the next Switch. This opens a door hidden between the crates. Go through the door between the crates into the corridor beyond and down a ladder, continuing until you come to a raised walkway from which you should be able to see the last child.

Jump down, kill the Endtrail who's roaming the floor and head left to a corridor near the bottom of this area and follow it around and up a ramp onto another raised platform at which point a drawbridge to your left will drop down.

Go across the now-lowered drawbridge and follow the corridor around to your left. You come to an archway on your right. Before you go through it though go a little further forward to find another alcove on the right with some Health.

Enter the first alcove and two drawbridges drop down giving you access to the ladder leading up to the final caged child.

Climb the ladder, go past the cage and then left across the drawbridge and follow the corridor around past another Endtrail until you reach the next Switch. Hit this to open the cage and reveal the exit teleport.

Return to the cage and save the child then drop down, search the floor for Ammo and head back to the ground floor below where you came in to take Teleport Eight which puts you back at

MISSING CHILD

MISSING CHILD 3

Just past Teleport Six in a dark room behind a hidden wall which you open using the Switch at the top of the broken ladder. You need to activate several Switches to drop down all the drawbridges and take care of a number of monsters before you can access this room. Go very carefully, as both rooms have chasms in the middle which kill you if you drop into them.



CHARGE DART RIFLE

This electrifying weapon fires bolts of electricity. It's not got a very rapid rate of fire and recharges after each shot.



NUKE

The most powerful weapon is fired by holding down the trigger to charge it then releasing to fire. Though it comes in six parts.



DINO GUN

The dino is two different weapons – a double rocket launcher and a cannon. You can't keep it once you get off the triceratops.



HARPOON GUN

Great for taking out swimming lizards. Once collected, it becomes the default weapon from whenever you





PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

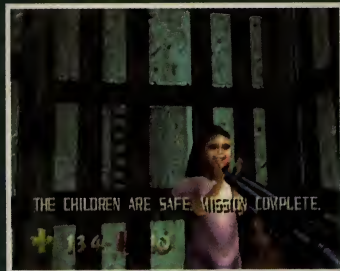
RELEASED:
PRICE:

December
£39.99

MISSING CHILD

MISSING CHILD 4

In a room which you get to through a door initially obscured by boxes, not far past Teleport Seven. You have to drop into the room and head up several ramps to find the cage Switch right at the top of the room, at which point your exit portal is revealed back down on the ground floor.



the top of the ladder in the first corridor. Head back into the large room and go to the door at the northeast of the area. Follow the corridor to a room with a Switch. To a door and an Endtrail. When you hit the Switch two Fireborn attack you as the door opens, so kill them and go through.

Grab the Ammo clips and Health in the next room and head up the ramp on the left, kill another Endtrail and hit the Switch inside the alcove at the top to open the door opposite which releases a Fireborn. Go through the door and down a short corridor to Teleport Nine.

SNIPERS AND LADDERS

Out of the teleport head down the corridor and turn right into the next room which holds an Endtrail. To the right is a Switch on the wall which opens a concealed door just to the side of it through which is a ladder leading to some Shotgun Shells, an Ammo box and an Endtrail. Once you've got these

head to the bottom of the room and hit the Switch there to open the door which is blocking your path, watching out for more Fireborn!

In front of you is a two-storey building upon which you can see a ladder which is too high up for you to reach. Head to the back corner of the map and blow the three barrels up for some Shotgun Shells, Health and Clips. kill the Endtrail then go into the ground floor of the building from the northeast corner and hit the Switch on your left to open a door on the other side of the ground floor of the building.

Head round to the other side of the building, go inside and look behind the bookcase inside to activate another Switch which lowers the ladder outside. Go up the ladder which is now accessible to find a Level Two Key on a ledge plus an Endtrail and a Switch which opens the door to the next teleport. Go to the north end of the map and enter Teleport Ten.

Once out of the teleport you get sniped at by an Endtrail on a

walkway above and to your left and also one on a box. Pick them off and go to the northwest corner of the room and hit the Switch on top of the box you find there to open both doors in the room. The door to the north has another closed door behind it and you can't pass through there yet, so instead take the other door on the east of the map and follow the corridor around, grabbing Ammo Clips and wasting the two Raptors, the Endtrail and the Fireborn. When you get to the save portal, save the game then take the corridor which is on your right as you exit the portal into an area with loads of platforms.

In the next area you meet a lot of opposition in the form of snipers, so keep your Tek Bow handy! Blast any Endtrails that are close, go left and grab some Health if you need it then head right along the walkway until you come to what appears to be a dead end. Take a running jump straight forwards to land on a platform below but be ready to take on an Endtrail at close quarters when you land.

Follow the platform into a corridor with another Endtrail and follow that along, collecting Ammo Clips as you go, killing two Fireborn and grabbing a some arrows before emerging once more onto another walkway. Follow the walkway around and up the ladders, taking out any sniping Endtrails as you do so to stop them knocking you off and collect any Ammo you need. At the top of the third ladder is an Ultra Health in an alcove to your left and also an Endtrail to deal with. Continue round cautiously as there are more Endtrails lurking nearby and grab Health and a Clip before you come to the next ladder. Follow the next corridor around - grabbing the Arrows - and go back out onto another walkway. Kill the two Endtrails in the alcoves in front of you to open the door on your left. Grab the



GRENADE LAUNCHER

Another weapon which ricochets off walls, therefore it is ideal for taking care of any bad-guys lurking in alcoves.



SCORPION LAUNCHER

This weapon fires three mini-rockets once it's locked onto a target, reducing the unfortunate creature to minced meat.



FLAMETHROWER

The most visually impressive weapon, it spews out a stream of burning napalm which ignites anything it touches.



RAZOR WIND

Basically a cross between a boomerang and a frisbee, with the addition of razor blades attached to the edge.



PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE: Shoot-'em-up
ORIGIN: USARELEASED:
PRICE:December
£39.99

WARP PORTAL

SECOND WARP PORTAL (FAKE)

The second warp portal is through a passageway on the other side of the house which you get to by crossing one of two bridges, right near the end of the level. This portal is actually a fake one set up to trap you, and you need to beat the cyclops who are waiting inside before you can collect the first nuke part and exit. At this point Adon warns you about fake warp portals – a bit too late!



Health and go into the next corridor and you find yourself up on the walkway in the earlier room. Follow it around and enter the passage on the other side. As you pass into this new passage, the second door that was previously closed in this room opens. You come out onto a raised walkway with Health on your right and left, and Arrows in front of you and an Endtrail below you. Kill him and drop down then go up the ladder which part-way along on your left and hit the Switch you find there. Drop down the ladder, head right past the crates to the door there which is now open, allowing you up the ladder to collect the second Level Three Key guarded by an Endtrail. Drop down again and go up the ladder opposite. If you want to you can jump from this platform to the rubble ahead of you for some Health, otherwise go up the second ladder and follow the passageway round, killing the two Fireborn, then down the ramps and into

a large room where a pack of Raptoids attack, so grab your Talon!

Head up the ladder to your left and hit the Switch to lower the bridge then drop down and head up the ladder opposite, follow the corridor around, kill the Endtrail and cross over the bridge, killing the two Fireborn that emerge from the other side. Once across go down several ramps, killing another Fireborn and two Endtrails and drop down into another area with a Tek Bow to your right. Go under the first bridge, killing Endtrails on the way and then as you pass under the second bridge take the ladder on the left upwards to the platform above where there is another Tek Bow. Use the bow to remove all the snipers who are firing at you and cross the bridge into the house.

Enter the house via the ramps at the front and go into both rooms through the archways to activate both Switches after dealing with any remaining enemies. Take either of the ladders on the outside of the building up to find the third Level Three Key plus some Ammo and Health and then drop down and enter the two doors which the ground level Switches have opened to activate two more Switches after first disposing of the Endtrails that have been released. Between the two ramps in the centre of the building is a Shotgun and two Healths.

One of the Switches opens the door on the south side of the two bridges so go back over them and through it. Follow the corridor around until you reach the second warp portal, kill the Endtrail and drop down to the platform just to your left, taking care not to fall off, for Health and the warp portal activation Switch.

Out of the warp portal go left back down the corridor to the room with the bridges, drop down by them and head left, killing two Endtrails. As you round the corner there are three barrels which contain respectively a Red Token, a Clip and some Health. Go through the doorway you find here along a short corridor to a square room. On your left is a door which you opened with one of the

Switches in the house, so hit the next Switch to open the door opposite and hit the newly-revealed Switch to open the third door which reveals yet more angry attackers. Kill them, stock up on Ammo and Health from the sides of the room and enter the exit portal for more combat! In the totem room, drop into the pit, run up the ramp to the platform with the totem and pick off the attacking hordes of Endtrails until there are none left before the totem energy bar is totally depleted. When you're done you are beamed to the level hub. Enter the save portal and save your game. Once you've saved, go up the path to the centre of the hub and enter the first door on your right to access the Level Two Portal.

WARP PORTAL

SECOND WARP PORTAL

Enter the warp portal and go up a ramp to enter a strange rectangular room. Watch the blustering bad guys in the cut scene and then head for the door on the west side, only to have it close at which time you should prepare to be attacked! Defeat the four attackers and exit through the re-opened door, collecting the Nuke Piece as you go and go to the end of the corridor to return to exit the warp portal after watching a cut-scene.

DEFEND THE ENERGY TOTEM!

When you go through the exit portal you beam to the Totem area where you need to defend it against a horde of attacking Endtrails. There are two power bars on screen, a green one and a red one. The green shows the damage to the totem, the red the number of Endtrails remaining. Get onto the totem platform and blow away all the Endtrails to beam out to the level hub.



NEXT VOLUME

Don't miss 64 SOLUTIONS next issue for the next part of our Turok 2 walkthrough.

TOP TIP: Each of the Red tokens will give you ten yellow ones.

PAGE No.

16

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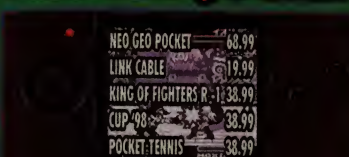
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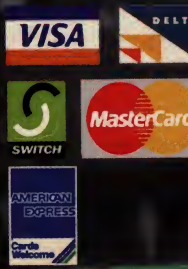
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F-1 WORLD

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64 MAGAZINE
SAID:
"F1 WORLD
GRAND PRIX IS
THE BEST RACER
ON THE
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GEAR RALLY!"



64 MAGAZINE ISSUE
21 IS OUT NOW AND
IS AVAILABLE FROM
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THE FIRST AND BEST
NINTENDO 64 MAG!

Step into the shoes of your motor racing heroes and face all the thrills and spills that a season in Grand Prix racing has to offer. 64 SOLUTIONS presents a complete guide to all 18 circuits and tips to help you reduce those lap times and become World Champion.

GAME MODES

There are five different game modes to challenge your racing skill.

EXHIBITION MODE

In exhibition mode you are able to race against computer controlled opposition around any of the circuits available in Grand Prix mode. These are four lap races where you must try to fight your way to the front of the pack from 11th place on the grid.

Note: In this mode you are able to select the TV Camera as your driver and then

sit back and watch the computer controlled cars race around the circuit. The C buttons will allow you to change the camera view and the driver you are following.

GRAND PRIX MODE

This mode allows you to take the driving seat of any of the formula one cars and to challenge the other drivers for the World Championship. You have options to race in two practice sessions to improve your knowledge of the circuit. The qualifying session in which you have 12 laps to break the fastest lap and secure pole position for the race. There are also the warm up sessions and then finally the race itself.

CHALLENGE MODE

This mode offers you the opportunity to step into the shoes of one of the current F1 drives and re-enact a moment from the 1997 season. You have three different options to choose from either offensive driving, defensive driving or troubled. In each scenario you must compete against the other drivers to try to equal or better the original drivers' exploits.

TIME TRIAL MODE

This mode lets you concentrate on learning the courses and trying to

improve on your best lap times. There are no other cars on the track so you will be able to use all of the track to your advantage and your ghost will tell you whether you are travelling faster or not. Each time you beat the ghost around the course you will improve on your lap record.

TWO-PLAYER MODE

This mode allows you to test your driving skills against a friend or your boss. Each player can select a driver from the list and can make alterations to their cars on the paddock screen. You can choose to have the split-screen view in either horizontal or vertical mode and can also set handicaps for the drivers.

TAKING THE PITS

During the longer races you will need to enter the pits to refuel the car and change the tyres. As you pull off the track into the pit lane, the options will appear on screen, allowing you to choose how much gas to add, which tyres to put on and also options for raising and lowering the downforce on your car. Once you have chosen the tasks you wish your pit team to complete, select done and the work will begin. Once all the alterations have been made, the BRAKE sign will be removed, and you will be able to return

CONTROLS

Here are the only controls you will need in order to become World Champion!

A BUTTON: Accelerate

B BUTTON: Brake

▲ C BUTTON: Change View

▼ C BUTTON: Rear Mirror

◀ C BUTTON: Left Mirror

▶ C BUTTON: Right Mirror

ANALOGUE PAD: Steering Left and Right

Z BUTTON: Manual Gear Shift Down/Hold for reverse

LEFT BUTTON: Manual Gear Shift Down

RIGHT BUTTON: Manual Gear Shift Up

D PAD: Select Menu Items

DRIVER PROFILES



JOHNNY HERBERT
Born: 27/6/74
Nationality: British
Debut: 1989
Starts: 113
Poles: 0
Wins: 2

RALF SCHUMACHER



RALF SCHUMACHER
Born: 30/6/75
Nationality: German
Debut: 1997
Starts: 17
Poles: 0
Wins: 0

PLAYERS
1-2CART SIZE
128MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
ParadigmGAME TYPE:
ORIGIN:Racer
USARELEASE DATE:
PRICE:Out Now
£39.99

GRAND PRIX

CHEATS

CREDITS AND GALLERY

Complete and win the championship on the rookie difficulty setting, and the gallery and credits options will be available on the start screen.

GOLD RACER

Enter Exhibition mode and select Driver Williams, then edit his last

name to 'Pyrite.' Now return to the Start screen and enter Exhibition Mode again. The Team Extreme Gold Driver will be available in Exhibition, Time Trial and 2 Player mode.

HAWAIIAN BONUS TRACK

Enter Exhibition mode and select Driver Williams, then edit his last name to 'Vacation.' Now return to the Start screen and enter Exhibition Mode again

to find a bonus Hawaiian Track with palm trees and a Drive-thru Volcano

SILVER RACER

Enter Exhibition mode and select Driver Williams, then edit his last name to 'Chrome.' Now return to the Start screen and enter Exhibition Mode again. The Team Extreme Silver Driver will be available in Exhibition, Time Trial and two-player mode

to the race track.

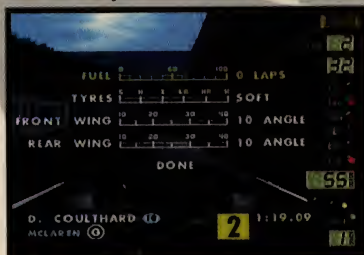
Remember: The more jobs you ask your pit team to perform, the more time you will have to spend in the pit lane.

THE PADDOCK (CAR SETUP)

The paddock is the area where you can adjust the setting on your car to match the course and your personal preferences. Your machine performance is displayed with a bar chart showing how well your car performs.

FUEL

This adjusts the amount of fuel in the car. The more fuel you have in your car, the further you will be able to go, but you will gain more car weight which means that you will turn and accelerate



slower. If you have the pit stops setting turned off then you can set the fuel gauge to zero.

TYRES

This allows you to choose which sort of tyre you use on your car. Slick tyres are best for dry sunny days, whilst Rain and H-Rain tyres are for wet weather. The intermediate tyres are designed to give medium performance on dry or wet road surfaces. Soft tyres give the best road grip and turning capabilities, but they are not very durable and will wear out quickly.

F-WING AND R-WING

These settings adjust the downforce on the car by raising and lowering the angles on the wings. A high angle will increase the downforce on the car giving you better turning abilities and braking, but will reduce your speed and acceleration. A low angle will lower the downforce on the car allowing better speed and acceleration, but reduce braking and cornering abilities.

GEAR

Changing the type of gears adjusts the acceleration and maximum speeds of the car. Having the gears set to low reduces the overall speed of the car, but allows better acceleration. This setting is best used on slow tracks with lots of tight corners.

Having the gears set to high will increase the maximum speed of the car, but will reduce the amount of acceleration.

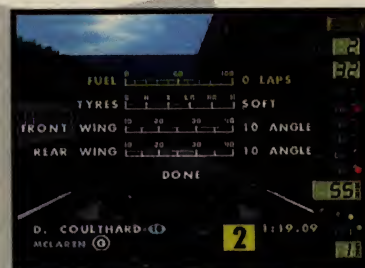
SUSPENSION

Adjust the suspension settings on your car. Hard suspension gives you better acceleration, turning and braking but will cause your tyres to wear much quicker.

STEERING

Adjusts the sensitivity of the steering on the car. The higher the setting the more responsive that the steering will be, so less action will be required to turn.

If however, you set the steering setting too high, you will find yourself spinning out when trying to corner the car at high speeds.



Born: 17/9/60
Nationality: British
Debut: 1992
Starts: 84
Poles: 20
Wins: 21



Born: 22/5/70
Nationality: Brazilian
Debut: 1995
Starts: 50
Poles: 0
Wins: 0



Born: 10/11/65
Nationality: British
Debut: 1993
Starts: 65
Poles: 0
Wins: 0

TOP TIP: If you slide onto the gravel, keep your car moving and don't hit the brakes.

PAGE No.

21

FLAGS

Whilst racing you will sometimes be shown a flag, that is either penalising you or informing you of potentially dangerous situations ahead.

Every World Champion must know what each of these flags mean and act accordingly whilst in the race.

STARTING FLAG (Country Flag)

This flag is usually the national flag of the country hosting the Grand Prix, but must not

resemble any other flag used by the marshals. The starting signal is given by lowering this flag.

FINISHING FLAG (Chequered Flag)

The Chequered Flag is used to signal the end of the race. This flag is waved at the cars as they cross the finishing line.

BLACK FLAG

The Black Flag is waved to indicate that a driver has been disqualified from the race.

It is displayed motionless, together with a white number on

a blackboard to indicate the driver who has been disqualified.

BLACK AND WHITE FLAG

The Black and White Flag is a given as a warning to a driver for unsportsmanlike behaviour. It is displayed motionless along with a white number on a blackboard to indicate which driver has been flagged.

YELLOW FLAG

The Yellow Flag is used to indicate danger or an accident ahead, therefore drivers should

slow down and be prepared to stop. Drivers need to keep their positions and not overtake until a green flag is displayed.

GREEN FLAG

The Green Flag is shown to show that the previous flag has been cancelled and the race continues. Usually shown at the end of a danger area

RED FLAG

The Red Flag indicates that the race is about to be restarted due to a major accident or catastrophe.

CARS

Complete the game on the easiest difficulty setting and you will be able to see all the competing cars that are in the gallery.

Don't forget that often one of the main causes of early retirement from a race, or at best a low finishing position, is due to the knock your car takes. The slightest bump will cause damage to your to the tyres, or front/back wing. Take it easy and keep out of the way of other racers.



TYRRELL

TYRRELL

Engine: Ford Cosworth ED 5 V8
Last Years Position: 10
GP Wins: 0
Constructors Points: 2



PROST

PROST

Engine: Mugen-Honda MF-301HB V10
Last Years Position: 6
GP Wins: 0
Constructors Points: 21



ARROWS

ARROWS

Engine: Yamaha OX11A V10
Last Years Position: 8
GP Wins: 0
Constructors Points: 9



WILLIAMS

WILLIAMS

Engine: Renault RS9 V10
Last Years Position: 1
GP Wins: 8
Constructors Points: 123



FERRARI

FERRARI

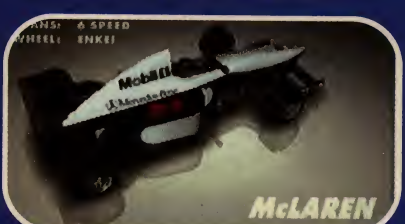
Engine: Ferrari 046/2 V10
Last Years Position: 2
GP Wins: 5
Constructors Points: 102



BENETTON

BENETTON

Engine: Renault RS9 V10
Last Years Position: 3
GP Wins: 1
Constructors Points: 67



McLAREN

MCLAREN

Engine: Mercedes Benz F0110E V10
Last Years Position: 4
GP Wins: 3
Constructors Points: 63



MINARDI

MINARDI

Engine: Hart 830 AV7 V8
Last Years Position: 11
GP Wins: 0
Constructors Points: 0



JORDAN

JORDAN

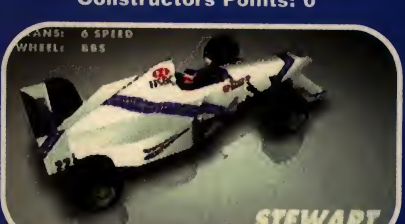
Engine: Peugeot A14 EV4 V10
Last Years Position: 5
GP Wins: 0
Constructors Points: 33



SAUBER

SAUBER

Engine: Petronas V10
Last Years Position: 7
GP Wins: 0
Constructors Points: 16



STEWART

STEWART

Engine: Ford Zetec-R V10
Last Years Position: 9
GP Wins: 0
Constructors Points: 6

**PLAYERS**

1-2

**CART SIZE**

128Mb

**MEMORY**

No

PUBLISHER:
DEVELOPER:Nintendo
Paradigm**GAME TYPE:**
ORIGIN:Racer
USA**RELEASED:**
PRICE:Out Now
£39.99

AUSTRALIA – TRACK DETAILS

Albert Park is the track where this Formula One Championship will begin. A magnificent circuit which offers a variety of corners with an average speed of over 200km/h. Most of the corners can be taken fairly fast, but you'll have to make sure that you keep your car on the track. There's great deal of open grass and gravel traps surrounding this course, so you must avoid running wide on the corners in order to maintain maximum speed and traction.



Keep close in to the left kerb to enable a fast exit.



Brake hard and turn sharply into this tight corner.



Gently ease off the gas to cruise round this righthander.



As you approach the finish, keep your foot to the floor.



INFO

Albert Park
Australia

Track Name:
Albert Park

Location:
Melbourne, Australia

Length: 5.301km

Laps: 58

Total Length:
307.458km

BRAZIL – TRACK DETAILS

Round two of the Championship is held at Interlagos, South America. This challenging track has plenty of difficult corners for you to negotiate, and an incredibly fast start-finish straight.

Your best opportunities for safe overtaking will come along this final stretch of the circuit, but you must allow time for braking into the first turn as it is extremely sharp. Once again try to avoid running wide on the corners or you will find yourself stuck in the gravel along the side of the circuit.



The hairpin corners must be taken at a crawl.



Stay on the racing line to stop other cars overtaking.



Approach the finish line at over 200 Mph.

INFO

Interlagos
Brazil

Track Name:
Interlagos

Location: Sao Paulo, Brazil

Length: 4.292km

Laps: 62

Total Length:
266.104km

You are able to step into the shoes of all the current Formula 1 drivers.

DAVID COULTHARD



Born: 27/3/71
Nationality: British
Debut: 1994
Starts: 58
Poles: 5
Wins: 3

OLIVIER PANIS



Born: 2/9/66
Nationality: French
Debut: 1994
Starts: 59
Poles: 0
Wins: 1

SHINJI NAKANO



Born: 1/4/71
Nationality: Japanese
Debut: 1997
Starts: 17
Poles: 0
Wins: 0

TOP TIP: Don't press the accelerator until all the red lights have gone out to avoid wheels spinning on the start line.

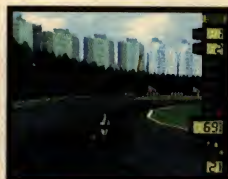
PAGE No

23

ARGENTINA – TRACK DETAILS

Race three is held at Buenos Aires in Argentina. This track has only recently been included into the Grand Prix circuit since alterations were made to reduce the bumpy surface of the track. It is a narrow circuit with plenty of slow corners, making overtaking extremely difficult and hazardous. Qualifying for this race is extremely important, and Pole Position will give you a

good chance of winning this Grand Prix. Take care when negotiating the hairpin corners on this circuit, as it is very easy to accelerate too quickly and end up sliding onto the grass.



Brake and then turn hard into this medium right.



INFO

Buenos Aires
Argentina

Track Name:
Buenos Aires

Location: Buenos
Aires, Argentina

Length: 4.259km

Laps: 72

Total Length:
306.648km

SAN MARINO – TRACK DETAILS

Round four moves to Imola, San Marino. This track is sadly remembered for the very tragic accident in 1994, where both Ayrton Senna and Roland Ratzenberger both lost lives. Since the accident in 1994 there have been some

alterations to the circuit and some new chicanes added to make the course slightly slower. However, this course is still extremely fast and provides a challenge for all would be Champions. Ferrari are always a threat on this course as this is their home Grand Prix.



The first corner is an easy left, put your foot on the floor and keep close to the kerb.



START



This is a very fast circuit with lots of tricky chicanes.

INFO

Imola
San Marino

Track Name: Imola

Location: Imola,
San Marino

Length: 4.930km

Laps: 62

Total Length:
305.660km

JAN MAGNUSSEN



Born: 4/7/73
Nationality: Danish
Debut: 1995
Starts: 18
Poles: 0
Wins: 0

JOS VERSTAPPEN



Born: 4/3/72
Nationality: Dutch
Debut: 1994
Starts: 48
Poles: 0
Wins: 0

JARNO TRULLI



Born: 13/7/74
Nationality: Italian
Debut: 1997
Starts: 14
Poles: 0
Wins: 0



PLAYERS

1-2



CART SIZE

128Mb



MEMORY

No

PUBLISHER:
DEVELOPER:Nintendo
ParadigmGAME TYPE:
ORIGIN:Racer
USARELEASE DATE:
PRICE:Out Now
£39.99

MONACO TRACK DETAILS

Race five takes place in Monaco, the most famous of all race tracks as it is the only remaining street circuit in the Championship. The start is often chaos when all drivers want to overtake towards Ste. Devote, a tight right hand corner which doesn't allow many cars side-by-side. There aren't any real

straights here and the race is often a parade, as there are few chances to overtake. Concentration is the key to being successful on this circuit, take your time and try to avoid crashing into the many barriers.



Monaco is an extremely tight circuit with lots of slow corners to test your skill.



START

INFO

Monte Carlo
Monaco

Track Name:

Monte-Carlo

Location: Monte-
Carlo, Monaco

Length: 3.366km

Laps: 78

Total Length:
262.548km

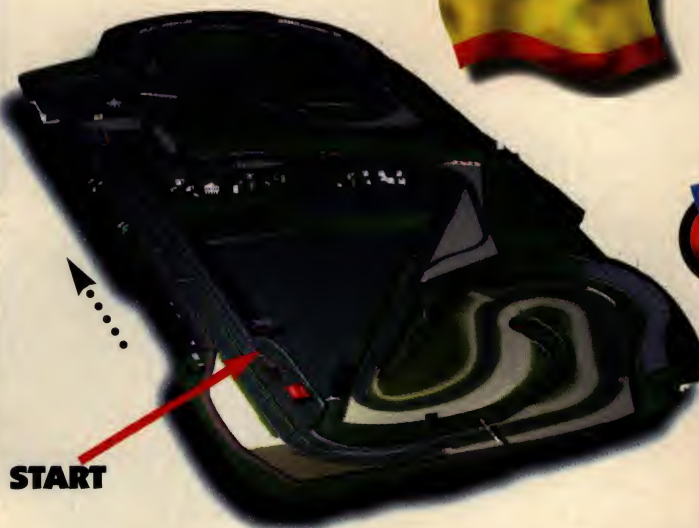
BARCELONA - TRACK DETAILS

On to round six and the teams move to Catalunya in Spain. This track has lots of sweeping bends and provides very

few chances for overtaking. Try to ease off the accelerator to help you to turn the longer corners, and use the start-finish straight to pass as many cars as possible. There is plenty of gravel surrounding this circuit, so take care not to run wide on the corners.



Ease off the accelerator and cruise around this corner to avoid sliding into the gravel.



START

INFO

Barcelona Spain

Track Name:

Catalunya

Location:

Barcelona, Spain

Length: 4.728km

Laps: 65

Total Length:
307.320km

GIANCARLO FISICHELLA



Born: 14/1/73
Nationality: Italian
Debut: 1996
Starts: 25
Poles: 0
Wins: 0

RUBENS BARRICHELLO



Born: 23/5/72
Nationality: Brazilian
Debut: 1993
Starts: 81
Poles: 1
Wins: 0

MICHAEL SCHUMACHER



Born: 3/1/69
Nationality: German
Debut: 1991
Starts: 102
Poles: 17
Wins: 27

TOP TIP: Take your finger off the accelerator to help you to cruise around longer corners.

PAGE No.

25

MONTREAL TRACK DETAILS

Round seven takes place at the Gilles-Villeneuve circuit, Canada. Named after Gilles Villeneuve who won here in 1979, father of Jacques Villeneuve who is currently driving with the Williams Team. This track is a great all round circuit with some fast straights and several tight chicanes. You should have no problem overtaking around this circuit, but do be careful not to cut the corners of the chicanes, or you will be shown a black and white flag.



INFO

Montreal Canada
Track Name: Gilles-Villeneuve
Location: Montreal, Canada
Length: 4.421km
Laps: 69
Total Length: 305.049km



Look out for the sharp left hand turn just ahead, you'll need to brake.



Turn hard into the corner and then put your foot back on the gas to speed away.



Accelerate along the finishing straight to record a really fast time.

FRANCE – TRACK DETAILS

The championship now moves to Magny-Cours in France for round eight. The track used to be a club racing circuit until former French President Mitterand backed the moves to transform it into the fantastic circuit it has become today. The modern design combined with a new smooth road surface, makes for an excellent race.

There are a couple of long straights providing ample opportunity for overtaking, some tight corners and a chicane thrown in to keep it interesting.



To gain maximum speed around this long corner, tap the accelerator and turn gently.



INFO

Magny-Cours France
Track Name: Magny-Cours
Location: Magny-Cours, France
Length: 4.247
Laps: 72
Total Length: 305.784km



Born: 19/3/64
Nationality: Italian
Debut: 1987
Starts: 49
Poles: 0
Wins: 0



Born: 29/5/63
Nationality: Japanese
Debut: 1992
Starts: 95
Poles: 0
Wins: 0



Born: 30/11/66
Nationality: Finnish
Debut: 1994
Starts: 52
Poles: 0
Wins: 0

PLAYERS
1-2CART SIZE
128MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
ParadigmGAME TYPE:
ORIGIN:Racer
USARELEASE DATE:
PRICE:Out Now
£39.99

BRITAIN – TRACK DETAILS

Round nine is held at Silverstone in Great Britain. Originally built on an airfield, Silverstone has been home to the British Grand Prix since the Fifties. Damon Hill was very happy after winning his home Grand Prix here in 1994, but he was

even happier when he gained one point last year driving or the Arrows. This is a fast circuit which has a fair number of testing corners to challenge your driving skill. The two straights will provide you with ample opportunities to overtake, just take care not to run off the track into the gravel around the sides.



INFO

Silverstone
BritainTrack Name:
SilverstoneLocation:
Silverstone, Great
Britain

Length: 5.140km

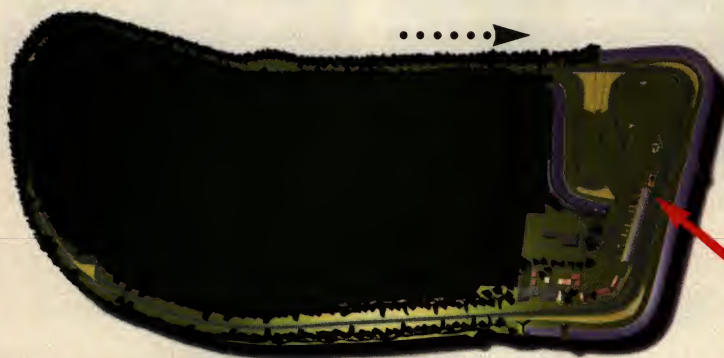
Laps: 60

Total Length:
308.400km

GERMANY TRACK DETAILS

Round ten is at Hockenheim in Germany. Originally this track was a test site for Mercedes, but since being transformed it has become one of the most exiting race tracks in the world. It is one of the fastest tracks in the current championship, and has several tight chicanes to test your driving ability. Low downforce is the key to winning this race, as the course has four long straights and cars are able

to reach maximum speeds of around 350kph.



START



INFO

Hockenheim
GermanyTrack Name:
HockenheimLocation:
Hockenheim,
Germany

Length: 6.823km

Laps: 45

Total Length:
307.035km

JEAN Alesi



Born: 11/6/64
Nationality: French
Debut: 1989
Starts: 135
Poles: 2
Wins: 1

GERHARD BERGER



Born: 27/8/59
Nationality: Austrian
Debut: 1984
Starts: 210
Poles: 12
Wins: 10

MIKA HAKKINEN



Born: 28/9/68
Nationality: Finnish
Debut: 1991
Starts: 96
Poles: 1
Wins: 1

TOP TIP: Hold down and turn to get better traction when trying to get around the hairpin corners.

PAGE No.

27

HUNGARY TRACK DETAILS

Round eleven is held at the Hungaroring, Hungary. It is set in beautiful surroundings, but it is rarely used and is therefore often dirty. There are many tight corners to negotiate and gravel traps to catch speeding drivers when they overshoot corners. Overtaking on this circuit is extremely difficult, and can only be attempted safely on the start-finish straight. Qualifying on the front row of the grid for this race is vital to have any chance of winning.



START



Brake slightly then ease yourself into this right hander keeping to the inside.



Put your foot flat on the floor and blast through these easy turns.

INFO

Hungaroring
Hungary

Track Name:
Hungaroring

Location:
Budapest, Hungary

Length: 3.968km

Laps: 77

Total Length:
305.536km

BELGIUM TRACK DETAILS

On to Round 12 held at Spa in Belgium. This race has plenty of history and is ranked as one of the best circuits in the world. It's fast with plenty of corners, and several places where overtaking can be achieved successfully. Qualifying is vitally important for this race, as the first corner is a tight right hairpin and often there are large pile ups when cars try to get into position. The weather can also cause a problem on this race circuit, as it nearly always rains at some point over the race weekend.



Brake hard and then bounce across the kerb to exit on the racing line.



Ease off the gas and cruise around this corner keeping your speed constant.



START

INFO

Spa-Francorchamps
Belgium

Track Name: Spa-Francorchamps

Location: Spa-Francorchamps, Belgium

Length: 6.968km

Laps: 44

Total Length:
306.592km



PLAYERS

1-2



CART SIZE

128Mb



MEMORY

No

PUBLISHER:
DEVELOPER:Nintendo
ParadigmGAME TYPE:
ORIGIN:Racer
USARELEASE DATE:
PRICE:Out Now
£39.99

ITALY TRACK DETAILS

Round 13 is held at Monza in Italy, a track that is known for its accidents involving great drivers like Alberto Ascari, Wolfgang von Trips, Jochen Rindt and Ronnie Peterson. Another fast circuit, with a fair number of chicanes to test your cornering skills. Qualifying in a good position will give you an excellent chance of winning

this Grand Prix, but you'll need to time your pit stops well. Avoid running wide on the corners or you'll end up in the gravel traps.



Bounce over the kerb and then turn hard to the right to get through this chicane.



Brake hard and turn tightly into this bend or you'll slide into the gravel trap.



START



INFO

Monza Italy

Track Name:
MonzaLocation: Milan,
Italy

Length: 5.770km

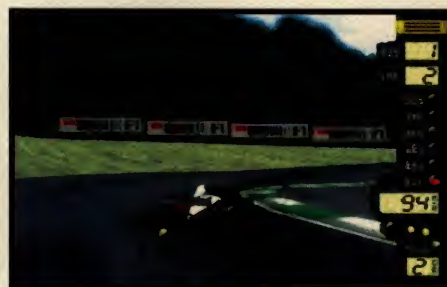
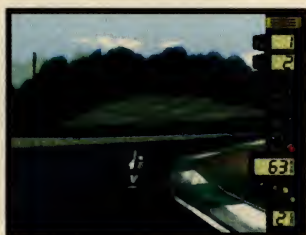
Laps: 53

Total Length:
305.810km

AUSTRIA – TRACK DETAILS

Round 14 moves to the A1 Ring in Austria. This track is very much a stop-go circuit, with a couple of long straights and plenty of tight corners. Qualifying will again be important at this venue as the first turn is an extremely sharp right, and good track position will give you an advantage over the

other drivers. Make sure that you brake in plenty of time for the two hairpin corners, the gravel traps surrounding this track are particularly deep and it can take some time to rejoin the track after a slide.



Follow the racing line through this sharp turn and you can keep your speed up.



START



INFO

A1 - Ring
AustriaTrack Name: A1-
RingLocation: A1-Ring,
Austria

Length: 4.323km

Laps: 71

Total Length:
306.933km

TOP TIP: Try to perform overtaking manoeuvres on the straights to avoid being nudged onto the grass on the corners.

PAGE No.

29

LUXEMBOURG – TRACK DETAILS

On to Round 15 to be held at the Nurburgring which is actually in Germany but plays host to the Luxembourg Grand Prix. The track has been changed since a horrific accident here in 1976 involving one of the greatest racing drivers in history Nicki Louda.

The track is full of corners with a couple of straights which allow restricted overtaking. Qualifying will be important if you wish to win, along with a good pit strategy and overall speed. This course has some of the largest gravel traps in the championship, which you will want to avoid.



Keep your speed up through the easy bends.

Keep close to the kerb but don't crash into the barrier.

INFO

Nurburgring
Luxembourg

Track Name:
Nurburgring

Location:
Nurburgring,
Luxembourg

Length: 4.556km

Laps: 67

Total Length:
305.252km

JAPAN – TRACK DETAILS

Round 16 is held at Suzuka in Japan, which is the only figure-of-eight circuit in the championship. It was originally designed as a test circuit for Honda, and is one of the most challenging and exciting tracks to race. With a good combination of fast and slow corners and a reasonable straight for overtaking, this track will be well loved by most drivers. Normally the action here is intense as

the season hots up and everyone is challenging for the number one spot. In 1990 Ayrton Senna and Alain Prost had a huge battle here that ended with both drivers sliding off the track into the gravel.



The first corner is a sharp right, you will need to brake here.



A Hairpin turn adds excitement to this testing circuit.

INFO

Suzuka
Japan

Track Name:
Suzuka

Location: Suzuka,
Japan

Length: 5.864km

Laps: 53

Total Length:
310.792km



PLAYERS

1-2



CART SIZE

128Mb



MEMORY

No

PUBLISHER:
DEVELOPER:Nintendo
ParadigmGAME TYPE:
ORIGIN:Racer
USARELEASE DATE:
PRICE:Out Now
£39.99

EUROPE – TRACK DETAILS

The final race of the season is held at Jerez in Europe. This circuit was included in the Grand Prix season to replace Estoril in Portugal, and used to be the circuit where the Spanish Grand Prix was held. This is a very challenging course and with plenty of sharp corners and a reasonable straight where overtaking is possible.

Qualifying for this race on the front row of the grid will be very important if you wish to win here and be crowned world champion.



START



Keep on the racing line to get top speed through the corner.

INFO

Jerez
EuropeTrack Name:
EuropeLocation: Jerez,
Europe

Length: 4.428 km

Laps: 69

Total Length:
305.532km

USA – TRACK DETAILS

Not much is known about this secret track, only that it is in Hawaii in the USA. It is a short track arranged in a

figure-of-eight layout, which has many a sharp turn and some narrow bridges.

Overtaking on this secret track can be extremely difficult, as the straight is

fairly short. The Hawaiian track is great to race, which provide plenty of turns to test and hone your high speed cornering skills.

1



On the first corner release the accelerator briefly then power away.

2



Turn tightly into this medium left keeping close to the inside of the kerb.

3



Keep the racing line and cruise steadily around this easy right corner.

4



Brake early and turn in close to the curb to get around this tight right hander.

5



Brake early and turn in close to the curb in order to get around this tight right-hand bend.

6



Keep your foot to the floor into the two small left-hand corners you do not need to brake.

7



Brake slightly and then turn sharply in the tunnel, there is plenty of grip here so push your car to the limits.

8

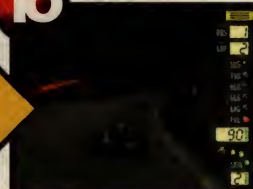


9



Release the accelerator and cruise around the right turn.

10



At the bottom of the hill slam on the brakes and turn hard into this tight left hander.

11



12



To finish with, release the accelerator and turn hard.

INFO

Bonus Track
USATrack Name:
Bonus TrackLocation: Hawaii,
USA

Length: 3.735km

Laps 72

Total Length:
268.92km

TOP TIP: Don't lose by driving on the grass and slowing yourself down, try to stay on the track.

PAGE No.

31

BUCK BU

Time to Bee a hero! Get down and kick some serious insect butt with our comprehensive Buck Bumble fly-through!



TOP SECRET

SECRETS IN BUCK

Bumble come in the form of shooting weaknesses in walls or hidden areas accessed through tunnels and teleports. Secrets can also triggered by Buck performing a series of actions such as landing on or flying by a certain object. The secret areas are never predictable. Keep an eye out for them and you will be greatly rewarded!

CHEATS

ALL WEAPONS

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left. You'll now be able to access all the weapons.

ACCESS ALL MISSIONS

On the title screen, hold Z and press Right, Down, Down, Right. Then release Z and press Right, Up, Down, Left, Left, Up, Right, Right to open up all the missions.

Take on the role of a cyborg superhero and set off to save the world.

ABOUT BUCK BUMBLE:

PLAYERS
1-2CART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Ubisoft
ArgonautGAME TYPE: Shoot 'em up
ORIGIN: UKRELEASED:
PRICE:Out Now
£49.99

JUMBLE

**LEVEL
1****MISSION ONE**

SHOCK STRIKE

"A forward Herd scout unit has been sighted. Teleport from base and eliminate all the enemies you find in the area. Good luck!"

The tactics in this mission are simple. Kill everything!

You start off in your base. Collect the pick-ups on top of the bridge and on the hedges. There are also pick-ups on the mushroom and inside the tubes and you should collect the nectar from the flower. Once you're done here, it's time to fly over the hedge (collecting the pick-ups) through the hole in the wall and into the teleport.

Through the teleport fly left and into the section with four Crane Flies. Crane Flies are pretty harmless, so a few shots with your Stinger should do



the trick. The small tube on the ground contains a 100 point pick-up and on the small stone near the path is a Plasma Pistol. You can use this on the Crane Flies though it's best to save it for the Wasps.

Once you've destroyed the Crane Flies the Herd gate opens and

Wasps pour in through the gate. Destroy them and collect the Plasma Pistols they drop. If you lose any health you can find some nectar near the teleport.

Fly through the Herd gate. On the ground to the right is a Transporter. On



The crane fly is the first enemy insect that you will meet. It initially has no weapons and will avoid you rather than attack.

the mushroom next to it is the Frag Cannon which is perfect for destroying the heavily armoured insects. Fly around to the front of the Transporter and fire the Frag Cannon. It's pointless to shoot the insect from behind as it has an armour-plated rear. Back off when the Transporter explodes as it spews out green acid which saps your energy.

Destroy all the other enemies in the area and fly towards the tap, being careful not to set off the mines and the exploding mushrooms.

Destroy the last two Crane Flies and the Transporter and don't forget to collect the points pick-ups from on top of the garden urns.



1 To replenish your energy, collect the nectar which is hanging from the flowers dotted around the place.



2 Look inside the tube on the ground to find a 100 point pick-up. There are more hidden in various corners.

TOP SECRET

Secret One: After you have flown past the line of mines and exploding mushrooms, you will see a little red mushroom in the left-hand corner in front of you. Fly over it and back to the raised pond where three points pick-ups will have appeared on the Lily pads.



CONTROLS

Without these Buck Bumble would be just another squashed insect on the windscreen of life!

A BUTTON: Fly

B BUTTON: Brake/Hover

▲ C BUTTON: Change View

▼ C BUTTON: Select Weapon

◀ C BUTTON: Select Weapon

▶ C BUTTON: Loop/Flip View

ANALOGUE PAD: Move Buck

Z BUTTON: Fire

LEFT BUTTON: Loop/Flip

RIGHT BUTTON: Loop/Flip

D PAD: Weapon Select

64 SAYS

IN ISSUE 18
64 MAGAZINE
SAID:

"YET ANOTHER
N64 WINNER.
AN EXCITING,
INTELLIGENT
SHOOT-'EM-UP
THAT PROVES
INSECTS CAN
'BEE' FUN!"



64 MAGAZINE ISSUE
21 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!

TOP TIP: Use the Hover button when trying to shoot enemies.

PAGE No.

33

LEVEL 2

MISSION TWO: RADAR RUN

"The Herd seems to have radar that pinpoints our position. 3 satellite uplinks must be destroyed for our location to remain a secret. We understand that one of the radar dishes is hidden beyond a secret passage!"

This mission involves destroying all three radar dishes. You beam in in front of a switch. Shooting the switch destroys the conduits and opens the Herd Gate, so blow it!

SECRET ONE

In the area behind you where you start, look up and you'll see a mushroom on a ledge of the dirt wall behind you. Land on the mushroom and Spikers appear on the other mushrooms near



Activate a switch by shooting it, and you'll set off a chain reaction in the conduit leading from it which will open the Herd Gate.

the switch. Pass through the Herd Gate to find the first radar dish. Destroy it and search the area collecting all the points pick-ups, Plasma Pistols and Frag Cannons. In this area is another switch attached to a conduit. Shoot the switch and follow the conduit over and between the stone columns.



SECRET TWO

Examine the wall behind the switch to find a slight weakness in it. Shoot the wall at this point to open a secret area behind the wall. Inside you'll find three flower pots. The first has a 500-points pick-up the third a Spiker. The middle flower pot has no pick-up as yet.



Two of these pots contain something when you first enter this area. The third item, a Fusion Cannon, appears later.

(See Secret Three). In the next small section collect the Plasma Pistol from the lily pad and proceed through the yellow Herd door that you have just opened. The second radar dish is ahead of you. Destroy it but watch for the swarm of Wasps. It's easier to take them out before destroying the dish. In this area is a Wheelbarrow. Inside this Wheelbarrow are two points pick-ups as well as a Full Health pick-up.



SECRET THREE:

Collect the Full Health nectar pick-up from the wheelbarrow and return to secret area two. The centre flower pot will now have a Fusion Cannon sitting above it.



SECRET FOUR:

Look for the green hedge. Fly over it and follow the pick-ups to a teleport. Through the teleport are three Spikers, a Full Health pick-up and some Wasps. Collecting the health also makes Wasps appear in the area near the wheelbarrow.

Next to the wheelbarrow are some small Herd Barracks. Blow them up to reveal a secret passage and don't forget to collect the points pick-up from the flower pot before you go down it.

As you go down the passage you're told to "Kill The Weevils". The best weapon for this is the Frag Cannon which is on the flower pots to your left as you fly in. The trick is to stay well back from the Weevils and keep moving because their fire is very accurate. Next



check around the sides and behind the raised brick flower beds for valuable points pick-ups.

The Weevils drop Frag Cannons so make sure you collect these before proceeding through the red Herd Gate which opens when you kill them all. If you're running low on nectar after your encounter with the Weevils, then turn 180 degrees as you exit the gate for a Full Health pick up.

First task now is to destroy the Louse Gun Emplacement. There is also a points pick-up on the tennis ball but you have to destroy the Giz Beetles



The mark on this wall is a weak spot in the brickwork. Shoot it to blow a hole in the wall and access a secret area.

guarding it first. To aid you in doing this there are Cluster Bombs on the Lily pads. Make sure you also destroy the



mines before approaching the teleport. Through the teleport in the last section is the final radar dish. It's best to destroy the Wasp and Giz beetle nest first as the beetles are very good at knocking you out of the sky and then trampling you!

The nest is vulnerable when it opens, so hover at a height and pick off some of the beetles which will make the nest open to spawn more and take it out! All that remains then is to clean up the remaining insects and take out the radar dish.



PLAYERS
1-2



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Ubisoft
Argonaut

GAME TYPE:
ORIGIN:

Shoot 'em up
UK

RELEASED:
PRICE:

Out Now
£49.99

LEVEL 3

MISSION THREE: RETURN FIRE

"Even with the destruction of the radar, the Herd has located our base and sent an attack squadron to destroy us. Come back to base quickly and eliminate this squad before our HQ is destroyed. Hurry!" To start with, look down and examine the pad you're standing on as



This narrow alley has Louse Guns and mines at the side, and gun turrets at the end, making it quite a hazardous route, but one that you have to take!

you will later need to place a bomb here. You should notice a new blue bar under your red health bar. This is the health of your home base and depletes as the base is damaged. If it reaches zero your mission will be a failure. From the start fly straight ahead and to your right where there is a line of small

points pick-ups. Follow these round carefully as the first section is full of Exploding Mushrooms, Gun Turrets and Louse Guns. As you pass the first corner you can see a yellow Herd Gate. Keep following the line of pick-ups, collect the Cluster Bombs and continue to the switch which is guarded by Giz beetles and a Giz Beetle nest. Destroy or avoid these and blow the switch to open the Herd Gate. Fly back and through the gate, grab energy if you need it then dive through the teleport before the turrets pummel you! The teleport takes you back to base where members of the Herd are quickly reducing it to rubble. Look left as you emerge from the teleport and you'll find some Cluster Bombs. Before you continue, blow the three mines ahead of you up. This will help you later on.

You need to take out every enemy in this section before your base is destroyed. Focus on the Crane Flies carrying the bombs to begin with. Use your radar to locate any Herd member you can't see. Once you've cleared the level, you'll get this message:

"ALERT! One of the Herd ground units has managed to place a nuclear explosive device in this sector. Pick up

the device and take it to the drop pad at the start, where it will detonate safely"

You now have one minute and thirty seconds to collect the bomb and return it to the start point (the pad you started on). Carefully pick up the bomb by



This pad is both your start and your finish point. You need to bring the explosive that the Herd insects drop in your base back here for safe detonation.

flying over it. If you knock the bomb against anything on your way back it will explode and take you with it so you need to navigate swiftly but carefully to succeed. This is where blowing the mines up earlier comes in. If you haven't done it, then you will have a problem getting past them safely. When you reach the start pad, gently lower the bomb onto it.

LEVEL 4

MISSION FOUR: THE SONAR TOWER

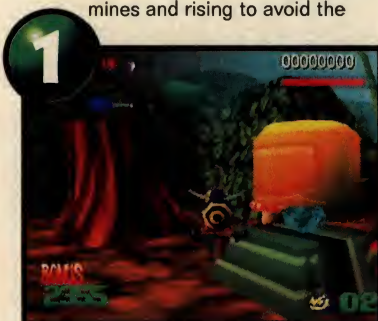
"We know now how the Herd is able to detect our base despite the neutralisation of their radar. They use a hidden, heavily protected, tower to co-ordinate their assaults. You must destroy 4 shield generators before you can annihilate the tower!"

You start this mission directly in front of the first shield generator. Blow it and follow the line of pick-ups and broken conduits, keeping low to avoid the

exploding mushrooms. Where the hedge turns into dirt wall, look to your left for a points pick-up nestled in a gap.

Keep going forwards to an area with a tiny pond above left of which is a Plasma Pistol on a ledge.

Go on to the second shield generator which is protected by a Wasp generator. Blow both and follow the broken conduits and points pick-ups up and over the dirt wall to the next shield generator.



1 The shield generators are destroyed by concentrated fire on the flashing blue energy ball situated near the base of the device.



2 A Plasma Pistol is on a ledge by this small pond, however you'll need to deal with some angry Wasps while you collect it.



SECRET ONE:

Land on the mushroom situated high on the dirt wall next to the spade. This triggers three points pick-ups worth 300 points on the dirt wall ledge just before the mushroom.

Keep following the small points pick-ups past a proliferation of mines to the last shield generator and the Sonar Tower. This is protected by Wasps and a Wasp generator. Destroy the Wasp generator and as many wasps and Giz beetles as you can then destroy the shield generator. Collect the Frag Cannon on the flower pot next to the Sonar Tower, and finally, blow the tower!



The tower is the ultimate goal of this mission. Once you've taken out the shield generators it shouldn't be too difficult to reduce the structure to rubble.



One of the targets you need to pay particular attention to is the Wasp generator. If you don't take this out, you'll be continually besieged by an unending supply of the deadly pests.

TOP TIP: Use the Homing Missiles from a safe spot to defeat large enemies.

PAGE No.

35

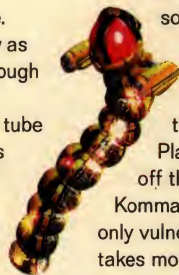
LEVEL 5

MISSION FIVE:
BIG BLIPS

"We're detecting some large objects headed towards our base. Beam out to the location and extinguish any possible threat to the base. Good luck."

You begin this level back at base. Gather any nectar you need now as you can't return once you go through the teleport.

There's a Plasma Pistol in the tube near the tree and points pick-ups worth 510 points in the other tubes. As you fly over the gap in the hedge, collect the two points pick-ups worth 1000 points and go through the teleport. Upon exiting the teleport you are confronted by two Killa-Pillas.



As you fly into this section look on top of the two small square brick columns for a Plasma Pistol and a Spiker. Killa-Pillas are only damaged by a blast to the head and their rate of fire is rapid, so keep dodging around them and focus your fire on one of them at a time.

At the rear of the arena on the right and left are two more Plasma Pistols. When you finish off the Killa-Pillas, the Killa-Kommander will emerge. He is also only vulnerable to direct head shots and takes more hits to kill. His firepower is stronger and faster and he sinks back down into the water to pop up elsewhere so you need to stay alert.

1



2



1 Check the tube near the tree for a Plasma Pistol before you enter the teleport. You're going to need all the firepower you can get!

2 The first thing you'll notice when you emerge from the teleport is the two Killa-Pillas in the water. Focus your fire on them one at a time.

LEVEL 6

MISSION SIX:
SHORT FUSE

"A radar control centre has been pin-pointed to sector 42. This command centre is very well armoured, so we have provided you with explosives to place under the structure. Collect the explosives from the protective beam and drop them under the target."

You begin this level facing a bomb guarded by a Phase Column, which is an energy beam that saps your health if you go near it. Get too close and strands of energy leap out and drag you in to your death. You need to blow the switch that turns off the beam in order to access the bomb.

**SECRET ONE:**

From your start point fly up and left and examine the dirt wall. There is a small blue landing pad.

Fly over it to make a Spiker gun and four points pick-ups worth 400 points appear. Although you need to take the bomb with you, it's best initially to leave it and clear a route first. Find



Fly over this blue pad which is situated on the left in the first area and you'll get some useful bonus items.

the yellow Herd door, then locate the switch which is guarded by Giz Beetles and Mosquitoes. Avoid or destroy the guard insects and blow the switch. Near the switch is a silver birch stump with a Plasma Pistol on top. Next to this is a small fenced area and on top of the fence is a Frag Cannon and a points pick-up. Another points pick-up is behind the large silver birch in the fenced-off area.

Exit the fenced area and turn left to find a Spiker in the corner, then proceed through the now-open Herd gate and follow the line of points pick-ups. In the first flower-bed is an Exo-Sect Launcher. A Killa-Pilla guards the tunnel to the next section. You could avoid it but as you need to come this way later with the bomb it's best to destroy it. The Killa-Pilla's demise triggers a wave of Wasps and you need to wipe these out too.

In the tunnel watch out for the Giz Beetles at the other end. Blow as many of them away as you can from inside the tunnel before exiting to finish off any survivors. The tunnel also supplies you with a full-health pick-up. Continue through the green hole and into the sewer, then follow the sewer round until you see the Killa-Pilla. In a large rusty pipe in the wall on your left is an Exo-Sect Launcher, which you should use to dispatch the snake-like insect from a safe distance.

In the alcoves on the left and right are points pick-ups, and if you examine the green pipes in the ceiling there are two more worth 200 points. Follow the trail of small points pick-ups round the sewer to a junction. Straight ahead is a closed



This Killa-Pilla is stationed close to a tunnel you'll need to bring the bomb through so it's advisable to kill him before you pick it up.

Herd Gate, to your right a small passageway and a route also leads left. The right passageway is a dead end containing a points pick-up and an Exo-Sect Launcher. Collect these and fly back to the junction, then turn left and use the Exo-Sect Launcher to destroy the Killa-Pilla waiting there. Fly past its remains and turn right to find the switch. Blow the switch and head through the now-open Herd Gate. Keep an eye out as there is another Killa-Pilla just through the gate.

**SECRET TWO:**

Destroying the Killa-Pilla behind the Herd Gate triggers the appearance of two more Killa-Pillas, a host of points pick-ups, a

Fusion Cannon and a Plasma Pistol. If you don't want the points and weapons, it's easier just to avoid the first Killa-Pilla. On your left is a small passageway with two Frag Cannons and points pick-ups worth 640.

Your objective is through the hole in the wall ahead. Go through and clear out all the enemies in the area, starting with the Wasp generator, and ensure that you remove all the gun turrets. Once the area is clear make your way back to the start, get the bomb, bring it back and drop it on the pad under the Command Centre.

PLAYERS
1-2CART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Ubisoft
ArgonautGAME TYPE: Shoot 'em up
ORIGIN: UKRELEASED:
PRICE:Out Now
£49.99

LEVEL 7 MISSION SEVEN: OUTPOST

"The Herd have constructed an outpost just beyond our perimeter. Now that you have weakened their surveillance capabilities, sneak in through the sewers and take out the Herd outpost. This will give the enemy a shock! Good luck!"

On the hedge behind your start position are two Plasma Pistols, an HGS 2000 and a points pick-up. There are also some Cluster Bombs on the garden urn which are good for dealing with ant infestations. Collect the pick-ups, destroy the Grade II Transporter (it now has a gun turret) and stay well back because when it explodes two Homing Maggot missiles fly out of it. Fly along the bridge and destroy any hostiles you encounter.



SECRET FOUR:

As you enter this section, fly directly to your right and examine the wall behind the tree for a weakness. Shoot the wall. Inside is a small area with points pick-ups worth 1300, a Plasma Pistol, Cluster Bombs and a Pulse Laser.

Blow the two switches and head for the door previously blocked by the Phase Columns. The door itself is shielded so you need to blast it, but first take out the Weevil Cannon and Louse Gun Emplacement.

The door leads into the sewers. On a ledge to the left is a Full Health pick-up, an HGS 2000 and a 100 points pick-up. Make your way through the sewers destroying the swarms of Fireflies and Wasps until you reach the Weevil Cannon.

Behind it, on the small cobbled wall, is a Spiker gun, on the ceiling in the pipes is an HGS 2000, on the ledge are pick-ups worth 200



SECRET ONE:

Under the bridge are some points pick-ups worth 700 points. Don't touch the water!

In this first small area on the hedge to your left are points pick-ups worth 200 and a Plasma Pistol. Also look on the stepping stones for more points pick-ups, worth 700.

You need to approach the exploding Mushrooms and Mines with care and there is also a Blocker Bug to destroy before you proceed. This done, fly up and over and check the urn on the left for a Plasma Pistol.



SECRET TWO:

Look at the hedge near the urn to see a gap. Fly through the gap into a very small secret area with a Frag Cannon and a Full Health pick-up.



SECRET THREE:

As you exit the gap in the hedge, examine the wall ahead of you near the spade for a weakness. Shoot the wall

and inside are points pick-ups worth 500, an Exo-Sect Launcher and an HGS 2000. There are also two nectar-giving flowers. Check the flower pot for a Plasma Pistol and follow the line of small points pick-ups under the gate where there is also another Blocker Bug to destroy. Don't hang around near the base of the gate for too long as there is a Weevil Cannon on the other side blasting at you. There is also a Louse Gun Emplacement on the wall to the right. In this section you have to blow two switches to turn off the Phase Columns.



Buck Bumble is a rather busy little bee.



1 The Grade II Transporter is a lot more dangerous than its predecessor. It's also just as armoured.

2 When you take out the Transporter, be alert for incoming Homing Maggots, which will do you serious damage if they hit.

3 The Phase Columns are beams of energy which zap you if you get within range and suck you in if you get closer. Stay clear of them!



and a Plasma Pistol and in the rusty pipe is a Pulse Laser. Continue through the pipes and past the Killa-Pilla to a door. Destroy the Blocker Bug, collect the HGS 2000 from the small wall and pass through the door into the last section.

On your left as you fly in is a small structure with a red energy mass above it which is your objective. Before you can destroy it though you need to take out the five shield generators protecting it. It's also best to clear the area of enemies first.



SECRET FIVE:

Examine the brick wall near the raised flower bed with ivy trailing down it to find a weakness

in the wall on the left as you enter. Shoot the wall. Behind it is a Fusion Cannon, points pick-ups worth 600 and a Full Health.

As you take out the shield generators, look low between the hedge and the raised flowerbed for two points pick-ups worth 200 and a Plasma Pistol. On the urn are some Cluster Bombs which are excellent for dispatching Giz Beetles.

Keep an eye out for weak spots in walls signified by a scratch. Shooting these can gain you some useful bonuses.

TOP TIP: Fly under the flowers to collect health in the form of nectar!

PAGE No.

37

LEVEL 8

MISSION EIGHT SEWER

"After your last mission the Herd are really on the run! We have discovered that a large number of air units evacuated the outpost and are now regrouping in the sewers. Get in there and destroy all the wasp and wasp generators once and for all."

From the start point rise up and collect the Spiker. Fly forwards and look down to find another one. To your right is a Weevil Cannon and there is an HGS 2000 above it. Continue forwards and you will find another

Weevil on the hedge to your left with a Plasma Pistol behind it. Fly towards the wooden beams and destroy the Weevil under them. This allows you safe passage through without destroying the mines above.



- 1 Weevils are fairly nasty opponents, as they move pretty quickly, have a rapid rate of fire and are far too accurate!
- 2 This easy-to-find area houses some very useful pick-ups that you're going to need if you want to finish the mission in one piece.
- 3 It's worth exploring every nook and cranny you can find. These overhead pipes conceal a couple of very tasty pick-ups.



SECRET ONE:

After flying under the wooden beams, fly to your right towards the hedge and the end of the wall. On top of the hedge is a Pulse Laser. Fly to your left for points pick-ups worth 2500 points, an Exo-Sect Launcher and a Plasma Pistol. There are also three nectar-giving flowers.

Fly back to the pond. Use the Exo-Sect Launcher in order to destroy the Louse Gun Emplacements and the Kill-a-Pilla, then destroy the shield that is on the door and fly into the sewers – but be careful, as there are two Weevils behind the door and they are very accurate shots.

In the rusty pipe directly ahead is a Full Health pick-up. Continue round the sewer into an open area with Fire Flies and two Weevil Cannons. Use your HGS 2000 to take them out.



SECRET TWO:

On your right is a small passageway leading to a dead end in which there is a Fusion Cannon and an HGS 2000.

In this area there is a passageway to your left and one to your right. Remember this area as you need to come back to it later. Take the passage on the left (characterised by a set of



Homing Mines are very nasty indeed. They'll drift towards you when you get within a certain distance, and if they get too close it's goodnight Buck!

ledges on either side of the wall) to a set of pipes blocking a passageway on your right. Slip between the bars and follow the line of pick-ups into a small area with two Giz Beetles on the floor. Destroy the Beetles and look up to see some pipes on the ceiling on top of which is a points pick-up worth 500 and a Full Health pick-up.

Fly down and through the opening and continue down the passageway to a



set of small cobbled walls on either side of the sewer wall. Go round the corner, destroy the Wasp generator first and then the Wasps, collect the Full Health pick-up and head back to the main area.

This time, take the passage on the right and navigate your way through the various pipes and beams, destroying any enemies you find.

You will eventually come across a small cobbled wall going along the sewer ahead with two Louse Gun Emplacements, Mines and Giz Beetles around it. Destroy these from a distance with the HGS 2000 or Fusion Cannon. There is a Full Health pick-up above the cobbled wall.

Go cautiously left watching for Homing Mines as you turn the corner and destroy the Wasps and Wasp Generator which drops a Full Health pick-up. Collect the Spiker on the ledge then head back to the cobbled wall and straight on and round the corner. Destroy the last Wasp Generator and clean up any remaining Wasps to finish the mission.



PLAYERS 1-2



CART SIZE 96Mb



MEMORY Yep!

PUBLISHER: DEVELOPER:

Ubisoft

Argonaut

GAME TYPE: Shoot 'em up

ORIGIN: RELEASED:

UK Out Now

LEVEL 9 MISSION NINE: CLEAN UP

"At last we can attack! During the strategic preparations, your job is to find any other forms of Herd equipment which may cause us further problems. Explore the area and seek out any information that may be useful to our cause."

From your start point fly forwards noting the closed Herd Gate on the left. This is a key Gate and needs three key pieces before it opens. Obey the "DANGER KEEP LOW!" message to avoid getting hit by the Flak Slugs. The best way to do this is to keep to the water, so drop into the ravine and fly along it, keeping an eye out for pick-ups on ledges higher up. Continue flying low and straight ahead until you reach a small Herd building. Blow it up for the first key piece. Piece two is gained by destroying the

lone Killa-Pilla next to the tree stump, while piece three is dropped by one of the Wasps in the swarm flying above the tree stump. On a small island in the middle of the water is a Spiker, a Frag



Cannon, and a Herd barracks with 500 points inside. On the log is a pick-up worth 500 points. Having collected all three parts of the key, head back through the Herd Gate to an empty teleport.

Get the Plasma Pistol from on top of the urn and kill all the enemies in the area to activate it. Upon exiting the teleport keep low and select the HGS 2000 to destroy the Mosquitoes before



they bombard you. The area is full of gun turrets, so keep moving to the next teleport. You are transported to an arena with a Herd Commander so make sure you pick up all the weapons you need before you go. "Oops, there's been a mistake. Our beaming units have been scrambled and you've been teleported deep behind enemy lines. Destroy any hostiles in your vicinity before we can use the emergency beam to get you out of there!"

Keep behind the Herd Commander and pummel him. When you hit him enough times, he takes off, but the same tactic still works. The Pulse Laser is the most suitable weapon to use.



- 1 You'd be well-advised to follow this advice. The Flak Slugs fire rapid, random bursts of fire that can do you some serious damage.
- 2 This key piece is obtained by eliminating the swarm of Wasps you'll find circling among the Flak Slugs.
- 3 The Herd Commander is initially a bit of a sitting target, tied as he is to a column. Keep behind him and keep firing!
- 4 Once you've scored enough hits on the Herd Commander he'll take off. This shouldn't be a problem though, keep behind and keep shooting.

TOP TIP: Examine walls for weak points, to reveal holes concealing weaponry.

PAGE No.

39

LEVEL
10

MISSION TEN

SCRAMBLE PYLON

"We have discovered the reason for that last teleport error. A Herd pylon is scrambling our teleport information. This pylon must be destroyed at all costs if we are to continue our campaign."

You start this mission facing the Herd Gate, which requires five switches to open. Each switch is attached to a conduit. Look inside the log you start on for a points pick-up worth 500, a Cluster Bomb and an HGS 2000. In the large log nearby is a Guided Missile Launcher which takes practice to master but is one of the most valuable weapons. Follow the two conduits on your left. The first switch is fairly easy to blow up, just be careful to avoid the Explosive Mushrooms.

The second is in a body of water and is trickier because of a Gun Turret behind the switch and a Water Boatman that shoots spikes at you. Use the Guided Missile Launcher to blow the switch then nip in and collect the HGS 2000 and the Plasma Pistol from on top of the log. Go back to the start point and right, collecting the Cluster Bombs

from on top of the mushrooms. The next switch is nestled in a gully guarded by an army of Ants.

Bomb the Ants and blow the switch then fly back to the start point and on towards the gate. Near the left of the gate is an HGS 2000 pick-up. There are still two more switches to go. Starting with the left one, follow the conduit to the switch which is guarded by Killa-Pillas. Blow the switch, collect the Spiker from the mushroom and the HGS 2000 from behind the tree stump then fly back out to the water and collect the Plasma Pistol from on top of the mushroom.

SECRET ONE:

Take a look at the two trees close together with the leafy plant beneath next to the pool of water with the first two Killa-Pillas. If you look carefully,

you can see a tunnel.

Through this is a secret area with an HGS 2000, points pick-ups worth 2600 and four nectar flowers. Follow the last unbroken conduit through a narrow area

full of Gun Turrets and Louse Guns. The trick is to weave around the logs and keep low.

Try and pick off the Blocker Bugs from a safe distance or they will slow you right down, thus leaving you vulnerable to shots from the Louse Guns and Gun Turrets.

Blow the switch and return to the start point, collecting the three Plasma Pistols from on top of the logs along the way, fly through the Herd Gate, take out the three Killa-Pillas, the Water Boatman and the Pylon.



Grab the Guided Missile Launchers when you find them. This is one of the most useful weapons, allowing you to attack from around corners.

LEVEL
11

MISSION ELEVEN:

HERDLING RESEARCH

"To learn more about the enemy, it is vital that we collect some specimens for study. We will transport you to a quiet forest sector where there have been sightings of semi-mutated Herdlings. As these Herdlings are relatively harmless, you are ordered to capture three different breeds and return them to the drop basin one by one. You will need to find and use the stun gun to be able to pick-up the Herdlings."

There are three different types of Herdling to collect, yellow, red and green ones. When you collect a Herdling, be careful not to scrape it against anything or it will be destroyed. From the start

point next to the drop basin, collect the Cluster Bombs and the Guided Missile Launcher and follow the yellow path. Just left of a barrel on a ledge you will find the Stun Gun on a blue pad. Collect it and go back down the path clearing the area of all enemies first as they will hinder you. Stun a Herdling and take it back to the start point. As you pass over the drop basin, the Herdling will be stored. You now need to find three key pieces to unlock the Herd Gate by the ruined house.

Key piece one is in the Gun Turret next to where you found the Stun Gun. Key piece two is in the ruined house with the chequered floor (enter through the small holes). Key piece three is in one of the Transporters near the silver birch by the Herd Gate. Through the

Gate you're faced with two more. One is red and opens when you kill all the insects in the area, the other Gate is opened by blowing a switch. Kill all the enemies and proceed into the next section, then collect the Guided Missile Launcher from the mushroom on your right. You'll find the red Herdlings behind the Killa-Pilla.

Blow up the Herd barracks and the Gun Turret for Frag Cannons and points pick-ups worth 500, then blow the switch to open the other Herd Gate. More wasps will have spawned in the area with the two Herd doors so be careful if you're carrying the Herdling. Go through the yellow Herd Gate into the last section. The Green Herdlings are in the picnic area. Return one of them to finish the mission.

POWER-UPS



THE STINGER

The Stinger is the basic default weapon, and is powered by your beating wings and so never runs out of ammo. Useful for saving precious ammo from another weapon. Range: Long Rate of fire: Medium Effective against: Secret walls, mines, switches, Crane Flies. Ineffective against: Killa-Pillas, rapid firing enemies.



PLASMA PISTOL

Has good all-round capabilities and a rapid-firing auto mechanism to take down smaller enemies with ease. Range: Medium Rate of fire: Fast Effective against: Wasps, Louse Guns, Mines, Killa-Pillas. Ineffective against: Larger enemies such as Scorpion Tanks.



SPIKER

A rapid firing gun that shoots a stream of red hot spikes. Firing these into the ground act as mini-mines, which can damage enemies if they walk over them. Range: Medium Rate of fire: Fast Effective against: Weevil Cannons, Transporters. Ineffective against: Scorpion Tanks.



STUN GUN

This is a special one-off gun that is used to stun your opponent. It will render them defenceless for a short amount of time. Range: Medium Rate of fire: Medium Effective against: Herdlings Ineffective against: All of the other enemies.

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LEVEL
12

MISSION TWELVE:

THE EXTRACTOR

"The captured Herdlings have informed us that the main source of Herd power is a radioactive mucus created by toxic waste. A mucus extractor has been discovered by our scout squads. Destroy it to cut Herd power supplies."

Your first task is to open the Herd Gate, and to do this you must activate three switches. Follow the two conduits to two switches which are guarded by Dragoonflies, a Louse Gun and Killa-Pillas. There is a Full Health pick-up on the log next to one of the switches.

**SECRET ONE:**

Examine the tree and near the puddle containing the Killa-Pilla. Behind it is a Fusion Cannon and two nectar-bearing flowers.

**SECRET TWO:**

Have a look at the tree wall near the tombstone to find a small alcove with a Pulse Laser and a HGS 2000 inside. Blow the switches and follow the broken conduits to the last switch which is guarded by two Dragoonflies. Blow this switch and follow the conduit and the line of small points pick-ups to the log. Collect the Pulse Laser from under the log and the HGS 2000 from inside the urn.



This alcove is fairly easy to spot once you know where it is, although it's a bit tricky to find the first time around.



The oil rig isn't really a difficult target, it's just the getting to it that's the problem. Make sure you eliminate all airborne and water-based enemies.

**SECRET THREE:**

On the right side of the log is a tree and a leafy plant concealing a tunnel. Fly down this and enter a hidden area with four nectar flowers, two HGS 2000's and points pick-ups worth 2100.

Fly through the open Herd Gate, collecting the Spiker on your way through.

Destroy the Blocker Bug guards with the HGS 2000 and blow both switches, being careful to avoid the Mines.

Take the Herd Gate to the next section. Collect the HGS 2000 from the urn and the points pick-ups from on top of the mushroom and the stone, then kill everything to open the Herd Gate and proceed through into the last section.

Ahead is a large log. Enter it and collect the Guided Missile Launcher. Just to the left of the log is a Phase Column, so don't leave yet - instead, fire

**SECRET FOUR:**

Behind the tombstone in the area containing the switch are some Herd Barracks.

Blow them up to uncover a small tunnel containing an HGS 2000, a Full Health pick-up, a Fusion Cannon and a Plasma Pistol. Collect the points pick-up which are on top of the mushroom and then destroy the Blocker Bug.

Ahead is the oil rig. Pick off all the enemies in the area then blow all of the barrels on the rig in order to destroy it. Blow up all the small Herd Buildings for a Full Health pick-up, a Fusion Cannon, a Plasma Pistol and points pick-ups worth 410.

**FRAG CANNON**

This long-range weapon that fires an explosive shell which will detonate on impact.

Range: Long
Rate of fire: Slow
Effective against: All ground and some airborne enemies.
Ineffective against: Wasps, Mosquitoes, Fire Flies, Hover Flies.

**HGS2000**

The HGS2000 is an auto-homing plasma weapon that will

eradicate most enemies. Its rapid firing means that it guzzles ammo.
Range: Medium
Rate of fire: Fast
Effective against: Big swarms, Hover Flies, Fireflies, Mosquitoes.
Ineffective against: Wood Wasps

**PULSE LASER**

The Pulse Laser is a very powerful firearm that shoots quick

energy pulses. It is a very strong weapon that demands accuracy.
Range: Medium
Rate of fire: Fast
Effective against: Dragoonflies, Killa-Pillas, Louse Guns, The Queen.
Ineffective against: Wood Wasps.

**CLUSTER BOMB**

This weapon disperses small explosives onto enemies. It's best used

against slow ground-based enemies.
Range: Medium
Rate of fire: Slow
Effective against: Giz Beetles, Ants and other ground-based enemies.
Ineffective against: Rapid-moving airborne enemies.



PLAYERS
1-2



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Ubisoft
Argonaut

GAME TYPE: Shoot 'em up
ORIGIN: UK

RELEASED:
PRICE:

Out Now
£49.99

LEVEL 13

MISSION THIRTEEN: NUKE TOWER

"An alarming report from our intelligence service just revealed the existence of a large nuclear device ready to be launched at a friendly area. You must deactivate it immediately."

The first section is full of Wasps and small Hover Flies, so take out the generator first. Collect the two HGS 2000's which are on your left as you appear and follow the small line of points pick-ups, avoiding the Lily Launcher that spews out the Maggot Missiles. Blow the switch in order to open the Herd Gate that's obscured by the barrel.



SECRET ONE:

Fly over the mushroom next to the tree growing on the ledge on your right. This triggers a Full Health pick-up, 200 points and a Fusion Cannon.



SECRET TWO:

Fly over the small blue pad. This will generate an HGS 2000 and a Fusion Cannon.

Enter the teleport – when you emerge, destroy the Killa-Pilla in front of you with the HGS 2000. To your right is a Phase Column and behind it an inactive teleport concealing another HGS 2000. The next switch is down the passage to your left. Blow it to deactivate the Column and activate the teleport. Watch for Hover Flies, collect the HGS 2000 and go through the teleport.

You now have one minute and fifty seconds to deactivate the Nuclear Device. Use the HGS 2000 to destroy the Wasps then use the Plasma Pistol on the Nuclear Device – you'll need to shoot the three targets at the base of the nuke, starting with the one that's flashing blue. Do this operation twice and it's mission complete!



The Lily Launcher is a total nightmare, as it is practically impossible to destroy and it constantly launches Homing Maggots straight at you.

LEVEL 14

MISSION FOURTEEN: MUCUS STORAGE

"Now that this nightmarish danger is warded off, you must conduct another special mission: Destroy the radioactive mucus storage silos. You will be beamed right into the heart of enemy territory so we have issued you with some very high-powered weapons. Make full use of these."

Collect the four Guided Missile Launchers on your right and proceed through the tunnel. Use the Launcher to take out the Hover Flies and the switch. Use the Launcher again to take out the Louse Gun Emplacements in the next area, then proceed through the hole in the wall and take out the Spotters. Once you've killed everything in the area the Herd Gate opens so go through, but note the tree stump as you do so.

SECRET ONE:

Through the Herd Gate, fly over the tennis ball on your right to trigger a



Fusion Cannon on the tree stump in the last area.

Destroy the small Herd Building and look in the tubes to collect more Guided Missile Launchers.

Take out as many of the Killa-Pillas and Louse Guns as you can from the safety of the tubes using the Guided Launchers then kill everything remaining to open the Herd Gate and go through into an area with a switch guarded by a Phase Column. Again use the Guided Missile Launcher to blow the switch then go through the hole in the wall and use the same weapon to destroy the Louse Gun Emplacement in the area beyond without yet passing through the hole.

Don't go through this next hole in the wall yet as there are four Phase Columns in total – if you get too near, you'll be sucked in.

Fire a Guided Missile through the first hole and guide it into the second hole to



The Guided Missile Launchers are essential if you want to complete this level as some targets can't be destroyed without them.

blow the switch and deactivate the Phase Columns. Destroy the Herd Building on your left as you go through the second hole for a Pulse Laser.

Before you enter the hole to the last area fire Guided Missiles through it to destroy the Gun Turrets. This releases two Pulse Lasers. Destroy all the Giz Beetles and other enemies then blow the Mucus Silos.



EXO-SECT LAUNCHER

The Exo-Sect Launcher is a weapon that targets the nearest enemy with a powerful missile.

Range: Long
Rate of fire: Medium
Effective against: Killa-Pillas, Herd Commanders.
Ineffective against: Fast moving enemies such as Ants, Hover Flies, Mosquitoes.



GUIDED MISSILE LAUNCHER

Once fired you assume directional control of the missile. With practice you will be able to hit your target with accuracy.

Range: Long
Rate of fire: Medium
Effective against: Gun Turrets, Louse Guns, Dragunflies, Killa-Pillas.
Ineffective against: Wasps, Ants, Hover Flies, Fire Flies, Mosquitoes.



FUSION CANNON

The mother of all weapons. Sending out bolts of energy that destroys most enemies within a large range. If possible save it to use on strong enemies and bosses; it can be hard to obtain.
Range: Long
Rate of fire: Slow
Effective against: All except the Queen!
Ineffective against: Queen.

LEVEL 15 MISSION FIFTEEN: DEPOT ATTACK



1 Race from the start to keep up with the Wood Wasps. If you haven't got the Fusion Cannon you'll have to pick them off with careful marksmanship.

2 The reason the Fusion Cannon is so useful on this level is that you don't need to aim it, just get close enough and those Wasps are history!

"We have spotted a small squadron of Wood Wasps leaving a Herd Depot carrying some of these mucus spores. These spores can poison the entire population. Stop them immediately wherever they go."

The best weapon for this mission is the Fusion Cannon, although there aren't any Fusion Cannon pick-ups on the level so you'll need to rely on ammo from previous missions. Behind the start point is a Pulse Laser and a Spiker.

Stay close to the Wood Wasps and use your radar. The first log you see has a Pulse Laser under it. The first silver birch you see has a Pulse Laser behind it. Destroy all the Wood Wasps before

they get to the finish line. If one of them crosses the line the mission is over. Once all three are dead you transport to a large water arena and the Spore Carrier.

Destroy the Carrier by blowing its engines. Scattered around the level are Plasma Pistols and Spikers. When the engines are sufficiently damaged the Spore Carrier's outer shell falls away, leaving the interior exposed. Concentrate your fire until the Spore Carrier crashes into the water.



THE HERD (INSECTAPIDEA)

"Buck, our Bumble Intelligence Unit has collated all known information on the Evil Herd and has put in the Insectapidea File. Take care of this data, Buck. It's TOP SECRET."



ANT

The ant is an easy target, but the problem is that they move in

numbers so be careful. Ants are quick, agile and spit acid with deadly accuracy - watch out when you confront them because when it comes to the Herd size isn't everything!



GIZ BEETLE

Giz Beetles aren't the fastest of the Herd ground units, but with heavy armour and a rapid firing acid cannon they can lob a vicious volley to bring you down. Like the ants, they move in numbers which makes them even more dangerous.



TRANSPORTER

Used to move supplies around, the Transporters won't be a problem for you. They are slow and not too bright but watch out when you destroy them - they're full of some sort of acid mucus that can give a nasty burn. Their rears are armour-plated so they won't take damage if shot from behind.



PLAYERS
1-2



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Ubisoft
Argonaut

GAME TYPE:
ORIGIN:

Shoot 'em up
UK

RELEASED:
PRICE:

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LEVEL 16

MISSION SIXTEEN: STERILISATION

"We fear that the explosion of the spore carrier released poison into the atmosphere. Before the spores spread and become lethal we have decided to sterilise the entire zone. One of our explosive squads has dropped a

DET trigger near the poison cloud. Activate it and leave the zone quickly!"

Collect the Plasma Pistol from the barrel and the HGS 2000 from the drink can. As you enter the sewer you receive the message: "ALERT! ALERT!"

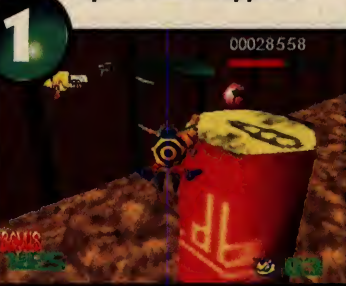
Buck get out quick! The Herd have been alerted to your presence and have set off the DET trigger themselves. GET OUT OF THERE NOW!"

You may need to do this mission a few times before you are successful. It's mainly a question of remembering where things are.

There are pick-ups along the way, some in the rusty pipes along the wall and others directly on your flight path. Whether you want to deviate and collect these is up to you.

The way to complete this mission is to be quick and to think ahead.

The HGS 2000 is the best weapon for you to use here, and you should ignore ground-based targets and save your ammo for the Blocker Bugs and Spiders which will otherwise impede your progress.



1 You'll find an HGS2000 on this drinks can. This is the best weapon you can have on this stage, so make sure you grab it!



2 The second you reach the sewer entrance the countdown to oblivion begins. You'll need to really shift to get to the end in time.

LEVEL 17

MISSION SEVENTEEN: SCORPION KILLER

"Buck, it's finally time to finish off this Herd Threat. Enter their base and eradicate this danger forever. Blast everything that moves. Take no prisoners! Good luck!"

The mission here is to destroy all the enemies that you encounter. From the start point fly forwards and collect the HGS 2000. Use this to destroy the Spider on its web and go on to kill the second Spider, after which you come to a small junction.

Turn left, watching for enemy Homing Mines and enter an area with multiple pick-ups in little compartments on the wall. There is one Exo-Sect Launcher, three Plasma Pistols, one Spiker, one Cluster Bomb, 1600 points and three nectar flowers.

Go back to the junction and turn right watching for the Spider in the floor which fires homing particles. Collect the two HGS 2000s and two Guided Missile Launchers from the

wall compartments. Destroy the Spider that is sitting on the web then use the Guided Missile or the HGS 2000 to destroy the Herd Commander from a safe distance and enter the area and destroy the Dragonfly. There are also two alcoves in this area with a Full Health pick-up, a Plasma Pistol and a Pulse Laser in them.

Destroy the next Spider and web, fly through and take out the first two Killa-Pillas. In the next area seek and destroy two more Killa-Pillas, a Herd Commander and a Killa-Kommander. Somewhere near the Herd Commander are two nectar flowers, one Exo-Sect Launcher and an HGS 2000 in the large Herd structure. In the area with the Killa-Kommander is a Pulse Laser and a Plasma Pistol. When these enemies are disposed of the teleport becomes active.

Make sure you have all the health and pick-ups you need because you can't return to the hive once you enter the teleport. As you approach the teleport

you receive a message:

"Buck, we've picked up an enemy message. They have called out their most powerful defence unit to stop you! Prepare to fight!"

Upon exiting the teleport you are confronted by the Scorpion Tank. It fires rapid lasers and Homing Maggot missiles, so keep moving. The Tank's weak spot is its eye set between the large guns. The Pulse Laser is the best weapon to use on the Scorpion Tank. There are also various pick-ups scattered about the level to help you.



This is another level where Homing Mines are a problem. Be careful as you round corners, or you could come to a sticky end!



WEEVIL CANNON

These tank-like enemies can

blow you out of the air if they get a good aim on you. They're slow though so move quickly and you'll be able to take them down. They are very accurate shots. They also have heavy armour so don't hold back on your firepower - they can take it.



CRANE FLY

The Crane Fly is the Herd's basic reconnaissance unit and shouldn't pose too much of a problem for you.

They are quite slow in the air and have no defensive capabilities but they can carry an explosive device which destroys ground targets.



WASP MK1 UNIT

This is the Herd's basic air unit used

both defensively and for attacking air targets. Watch out for these guys because when the Herd sends them out in squadrons they can be lethal. The wasp has little or no ground capabilities. The Herd may be developing a more dangerous wasp.



DRAGONFLY

Now this enemy might be a bit of a handful for our intrepid hero but

we're sure you're up to the task, Buck. Being heavily armoured and carrying a Pulse Laser they are a serious threat so take great care when engaging this enemy.

TOP TIP: Stock up on weapons before confronting the level bosses, you do not want to be caught short.

PAGE No.

45

**LEVEL
18**

MISSION EIGHTEEN: CORE NUKE

"Buck, the enemy troops are still efficient inside their nest. Our intelligence services have located their main reactor. One bomb could blow away the entire Herd garrison. Fight your way to the reactor, drop the bomb and escape!"



Destroy the Herd outpost in the start sector, then take out the Wasp Nest, the Beetle Nest, the two Killa-Pillas and the Herd Commander (in that order) to activate the teleport entrance to the Herd Base. The Herd Barracks house weapons and health pick-ups and there is a Full Health pick-up to the far left of the start area.

Through the teleport, make your way to the room housing the bomb and

watch out for the two Louse Gun emplacements in the room directly preceding it – it's easiest to take them out from a distance using the Guided Missile Launcher, a few of which you will find before you encounter the Louse Guns. To collect the bomb you'll have to first blow the switch connected to the Phase Column.

Watch out for the Mosquitoes in the area while you do this. With all the Phase Columns switched off, you can collect the bomb and enter the Core Nuke entrance teleport.

Upon exiting the teleport go left into a secluded area and blow the switch to deactivate the phase column. Once in the Core Nuke area destroy the four blue laser spheres after first taking out the Killa-Pilla guards and the Wasp reinforcements. Once all the spheres are gone you must lay the bomb and get out quick because you've only got one minute and forty seconds until it blows.



- 1** The Beetle Nest is only vulnerable when open. It only opens to release new Beetles. So blow up some Beetles!
- 2** Mosquitoes are a total nuisance. They fly at you extremely fast and try to ram you. Don't stick around too long.
- 3** There are Phase Columns all over this room. Blow the switch with a Guided Missile from just outside then nip in and grab the bomb.
- 4** You'll need to take out each of the four blue spheres on the lasers before you can plant the bomb.



KILLA-PILLA

The Herd Killa-pillas are excellent sentry guards and are found around water. Armed with twin mounted plasma cannons and effective targeting, they're not an easy enemy to avoid. If you do have to take one down aim for the head, it's their weakest point.

SPOTTER BUG

The Spotter Bug is a long-range reconnaissance unit and because of this it has no offensive capabilities. Even so this does not make them an easy target as their high top speed and manoeuvrability means they can be quite a handful.



HERD COMMANDER

One of the more heavily armoured flying enemies and aren't very agile in the air. As they're armed with twin heavy duty Pulse Lasers don't get in their way without a plan. The Commander guards strategic positions and their rapid firing range means they're very effective.

CHAIN MOTH

Armed with a twin chain gun the Chain Moth has good all-round capabilities and an alarming fire rate. A medium sized air unit normally found in dark areas



PLAYERS

1-2



CART SIZE

96Mb



MEMORY

Yep!

PUBLISHER:

DEVELOPER:

Ubisoft

Argonaut

GAME TYPE:

Shoot 'em up

ORIGIN:

UK

RELEASED:

PRICE:

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LEVEL 19

MISSION NINETEEN: GATEKEEPERS

"Buck, we have located the Queen's chamber. We will beam you in as near to the chamber entrance as possible. We assume you will encounter the Queen's Gatekeepers so proceed with caution to outwit this heavy resistance. Locate the keys to the chamber which are being held by the Gatekeepers. Good luck, Buck!"

You start the mission facing two small stone statues of the Queen's head. On top of them are a Fusion Cannon and an HGS 2000. There is also a path leading to the Queen's chamber but the door is closed. If you follow the path you encounter two large swarms of Wasps which you must destroy eventually, but not necessarily immediately.

From the start, on your right behind the silver birch is a Full Health pick-up, also look at the murky coloured water behind you for some Cluster Bombs and a Plasma Pistol.



SECRET ONE:

Fly through the Herd Temple. This generates pick-ups around the taller building behind it. There is an HGS 2000, a Plasma Pistol, a Fusion Cannon, a Spiker, and points pick-ups worth 4000.

Keep checking the water for a Pulse Laser, and don't forget to check the ledges on the walls. There is an HGS 2000 on the wall behind the large building. This area has many landmarks so that you don't get lost. Remember that the statues are near the Queen's lair and that the Herd Temple is near your start point.

From the Herd Temple fly forwards and to the right. You will see a Blocker Bug. Destroy this and keep flying forward to find a large Herd structure on your left and small metal railings. This is where you encounter the first of the Gatekeepers. Destroy him and collect the key piece he releases.

Look in the area behind the silver birch to find a Chain Moth and an HGS 2000.

Also check the wall near the first Gatekeeper for two Pulse Lasers and some nectar. Near the bridge is a Herd Commander. Destroy him and fly down the bridge to collect points pick-ups worth 510, an HGS 2000 and a Guided Missile Launcher.

Find and destroy the second Gatekeeper for the next key piece. If you're low on health, there is a Full Health pick-up on the ledge behind the Transporter. Face the bridge and look for some railings on the left, behind which is the last Gatekeeper. Destroy him, collect the last key piece and head back for the entrance to the Queen's chamber.

Fly through the entrance collecting 100 points, a Full Health pick-up, a Plasma Pistol, two HGS 2000s and a Spiker, then fly into the teleport. You will be teleported to the Queen's arena!

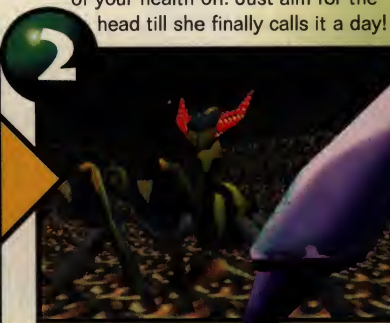
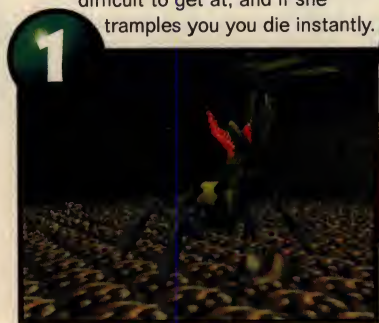
LEVEL 20

QUEEN'S ARENA BOSS LEVEL

"Buck, we are registering a high level of energy near you. The Queen must be close to you now, so watch your step!"

The Queen not only fires homing lasers at you but she also fires homing Maggot Missiles at an alarming rate. You must keep moving at all times, ducking out of the way of her fire. Her vulnerable point is her head but it's very difficult to get at, and if she tramples you you die instantly.

The Pulse Laser is the best weapon for defeating the Queen – the Fusion Cannon has little or no effect. Get up nice and high and fire down on the Queen for best effect. Once her health is down to zero, she sinks into the floor but this isn't the last you've heard from her. She returns as a pupae-type creature that coils round and round. Don't get too close or she knocks loads of your health off. Just aim for the head till she finally calls it a day!



BLOCKER BUG

This bug is exactly that, a blocker. The Herd has specially designed this insectoid to get in your way and it's very good at it. The best strategy against them seems to be a long-range attack but we know in the heat of battle that may not always be possible.

MOSQUITOES

These small flying enemies are usually found in swarms. The Mosquitoes have no weapons but are ultra quick that can make it hard to get a good aim. If threatened they will dive-bomb you.



HOVER FLY

This well-camouflaged enemy may prove to be a bit of a problem. They are very fast and manoeuvrable making them a hard target and with their fiery spike offensive weapon they can do considerable damage – watch out, Buck!

SPIDER

This venom-spitting ground enemy is very quick and agile while being quite heavily armoured. Watch out for spider-webs when flying in enclosed areas, there's always a spider close by that will hold you up.

TOP TIP: Keep the Queen's head in the Queen's chamber, or you'll get stomped.

PAGE No

47

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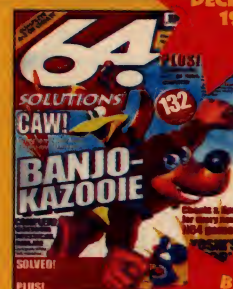


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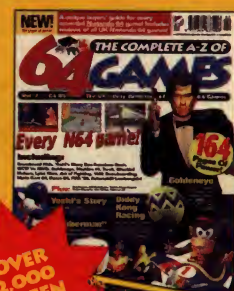
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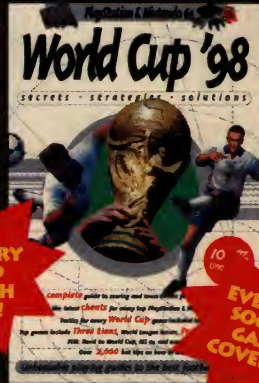
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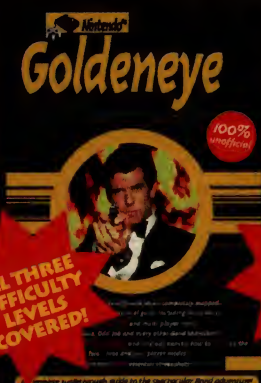
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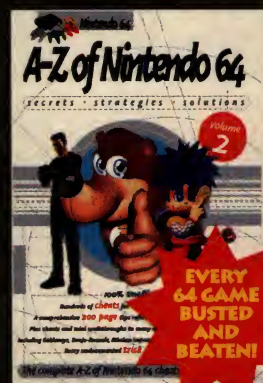


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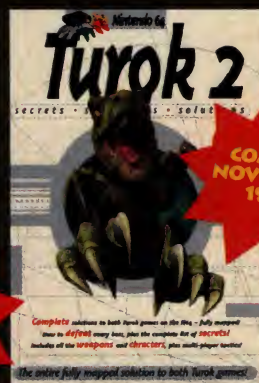


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1

AREA ONE OUT OF TOON

MISSION 1: JUMP TO THE TEETERING ROCK

From the start, head up the left ledge, past the moving cliff. Watch out for falling hazards as you gather more collectables, then jump onto the floating girder. Tilt it so the far end is high, then quickly jump from the latter to the far ledge. Tail-whip the smiley face for more collectables, then the TV for a purple life fly.

Drop down and grab all the collectables there while you're at it: swipe the bee and stop sign. Jump onto the stool for a green health fly, then jump onto the ledge to swipe the red mushroom and planted carrots for more collectables. Search bushes etc for more.

Head back to the waterfall (below girder) and jump up the rainbows to ascend, swiping the fish for more collectables. Head along the left ledge from the top to find a snowy section. Drop down to it and slide across the ice. Run onto the snowy cliff when it extends, then jump from the end onto the green platform to claim the Hidden Silver Remote. Return to the top of the waterfall and head right to find a rabbit hole. Jump into it for a quick costume change – what's up, doc? Turn around in the new area and enter the log to find another purple life fly. Exit the log and head forwards past the traps and hunter (swipe him for more collectables). Jump up the log ramp in the water and grab the green health fly on the rock at the top. Head right onto the ledge behind the tree to find a bee (swipe it) and purple life fly.

Return to the rock and continue upwards, jumping up the tree stumps. Drop through the second rabbit hole to emerge by another waterfall. Swipe the checkpoint TV on the right ledge and jump up the ledges. After waiting for the wind to die down, head over the rock bridge. For an extra life, jump onto the lift which arrives and ride it up to a wooden platform with smiley face and purple life fly.



Wait for the girder to tilt before rushing to the far end and leaping to the ledge to grab a life fly.

Go back down and grab the green health fly past the flowers, then cross the second bridge to reach a road. For extra collectables here, you can tail-swipe the grating, climb the ceiling of the tunnel, and swipe the stop sign beyond. If you grabbed plenty of collectables earlier, you should get the Reward Silver Remote.

Proceed past the rail track and jump up the rocks. Run past the moving cliffs, then onto the rocks there. Now wait for both cliffs to come out again and quickly jump onto them and up to the next rock. Jump from here onto the teetering rock. Angle the far end upwards, then quickly jump from there onto the ledge with the Red Remote and exit.

PASSWORD

B3DVNCLHFZDVNCLHBJ

MISSION 2: HUNT THE TWO HUNTERS

Head over to the waterfall (past the floating girder) and jump up the rainbows to the top. Head right and jump into the rabbit hole. Proceed past the traps and jump to tail-swipe the first hunter. Three hits will finish him off. Proceed up the log ramp and tree stumps and repeat your tail-swiping tactics to defeat the second hunter. Now go back down the ramp to grab the newly appeared Red Remote by the TV.



Gex appears as a rabbit and must search and destroy the two hunters before you can win the second Red Remote.



PASSWORD

B!FVSC5KF9FVSC5KBB

MISSION 3: WHACK FIVE PURPLE MUSHROOMS

From the start, turn around to find the first mushroom. Tail-swipe it for some carrots. Now proceed forwards past the stop sign; the second mushroom can be found behind the rock on the right. Return to the start and head up the left ledge, past the moving cliff and falling hazards. Jump on the floating girder and tilt the far end up to jump to the far ledge where the third mushroom awaits (plus smiley face and purple life fly).

Drop down and jump up the rainbows to ascend the waterfall. On the left you'll find the fourth purple mushroom. Drop down to the next level and go past the lift, round to the final mushroom, found opposite the waterfall. Return to the lift area to find the Red Remote and exit.

PASSWORD

CFZBVDBLDBGBVDBLBJ



CONTROLS

Use these controls to manoeuvre Gex around the many weird and wonderful levels.

- A BUTTON:** Jump
- B BUTTON:** Tail Swipe
- C BUTTON:** Camera Switch
- C BUTTON:** Rear Mirror
- C BUTTON:** Camera Rotate Left
- C BUTTON:** Camera Rotate Right
- ANALOGUE PAD:** Move Gex
- Z BUTTON:** Duck or Karate Kick
- LEFT BUTTON:** Manual Gear Shift Down
- RIGHT BUTTON:** Tongue Lash
- D PAD:** Move Gex

INFO

AREA 1

Level 1: Out Of Toon

Missions: 3

Collectables 1st:
30 Carrots, 2nd: 40
Cans, 3rd: 50
Detonators



TOP TIP: Try using the Manual Camera Option to help get past any tricky obstacles.

PAGE NO

51

LEVEL
2AREA ONE
SMELLRAISER

INFO

AREA 1

Level 2:
Smellraiser

Missions: 3

Collectables 1st:
30 Skulls, 2nd: 40
Tombstones, 3rd: 50
MasksMISSION 1:
SURVIVE THE
HAUNTED MANSION

Head forward, then up the right stairs, grabbing skulls: jump over to the ledge behind the suit of armour for more. Drop back down and go up the left stairs for more skulls. At the top, head up the main staircase and jump over the gap to enter the doors.

In the library, swipe the bouncing pumpkin for more skulls, then jump onto the table. Ride it up to the ledge with a ring of skulls.

Turn right and jump via the next floating table to the ledge with a blood cooler. Smash the latter for more collectables, then swipe the fire fly. Use the latter and jump down, collecting the skulls en route. Collect more skulls as

you climb up the far wall. Run past the face which comes from the wall and collect the tombstones before entering the doorway.

Tail-swipe the

Frankenstein monster three times to dismember him, then repeatedly swipe his torso for more tombstones. Jump up the platform, then left to a ledge. Drop to the floor to grab more tombstones by the two axes. Jump back up to the ledge, then left to the alcove.

Jump right and follow the walkway to find a green health fly.

Return to the ledge and climb the far wall, then jump via the chandelier (before it drops).

Crouch by the crack (with red eyes) in the left wall to release more

tombstones. Jump via the next chandelier, past the wall face to swipe the pumpkin for tombstones. Don't exit yet – head right to swipe the blood cooler. Push the far end of the bookcase to find a secret room with tombstones (you don't need to flick the switch for this Goal). Exit back to the walkway and go through the doorway.

Head downstairs to swipe the checkpoint. Jump onto the bookcases just to the left and grab tombstones. Crouch by the crack in the wall between them for yet more. Proceed round to the next pair of bookcases for more tombstones. Grab the green health fly just after them, and swipe the blood cooler.


Run past the TV (Goal 2 exit) and staircase, then step into the light to grab the life fly – the ghost can't get at you in the protective light. Once it's gone, head up the stairs, grabbing the masks. At the top, run away from the skull until it stops breathing fire, then swipe it. Grab all the masks, then jump to the ledge with the door. Don't exit yet – jump left to grab more masks on the bookcase. Drop down and head back upstairs to jump over to the door and exit.

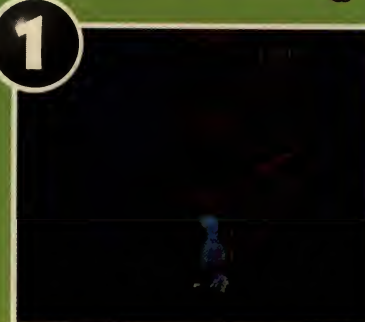
In the next room, turn around to swipe the blood cooler. Head downstairs to the watery room. Collect the masks in the corners and above the floating tables. Jump up to the ledge with the health fly, then via the middle ledge to the door to exit.

Time your run past the axes and head left to collect a health fly. Turn around to swipe the pumpkin and collect the masks – you should now get the Reward Silver Remote. Jump up the bookcases to find another fire-breathing skull. Swipe him when you get the chance, then run past the wall face and jump via the chandelier to the next ledge. Swipe the demonic

Chucky doll, then run from his headless body to smash his skull.

Cross over to the ghost and step into the light.

Turn right and wait until the ghost's out of sight to jump via the appearing table to the other side. Head through the door straight ahead. Before grabbing the Red Remote to exit, go upstairs to reach the upper platform with blood cooler and life fly. 



1 Push this bookcase in order to find a small room containing collectables and a switch.

2 At the end of your long trek through the haunted mansion you will find this red remote.

PASSWORD

CT>V3D5PDGHV3D5PBD



1 Tail Swipe Frankenstein to knock him over and then continue to swipe the monster to gather extra collectables.



2 Wait until this boney head has finished exhaling flames before rushing in to attack.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

MISSION 2: SMASH FIVE BLOOD COOLERS

Follow the same route as for Mission 1 to find all the blood coolers:

1. On the ledge accessed via floating table jump, after the first table ride.
2. In the next room, by the pushable bookcase.
3. Just after the second pair of bookcases in the 'Step Into The Light' room.
4. Behind you at the top of the stairs above the watery room.
5. On the upper ledge opposite the Goal 1 exit TV.

Once you've smashed them all, return to the 'Step Into The Light' room and grab the Red Remote to exit there.



Leap off the floating table to grab a special Fire Fly and the first Blood Cooler.



Before you enter the water filled room look out for this Blood Cooler hidden behind the door.

PASSWORD

CT6V3D5PDGHV3D5PBZ

MISSION 3: RIDE THE HAUNTED ELEVATOR

Follow the route for Goal 1 to reach the pushable bookcase.

Go behind it to find a lever and flick it to activate an elevator later on. Now proceed toward the end of the level to



In behind the moving bookcase you will find a switch to activate the elevator

the two exit doors after the second ghost. This time, take the left double doors to enter the elevator. Ride it down to the bottom, then go through the doors.




Swipe the Chucky Doll to knock his block off, then swipe the fallen head to destroy him.



You are able to climb up certain walls using your sticky feet, look out for different looking wall patterns.

Before grabbing the Red Remote, however, head left through the arch and drop to the ledge for a life fly.

Drop down to the bottom and follow the river through the arch to find the Hidden Silver Remote. Now return through the arch and jump back up the platforms to be able to reach the Red Remote. 

PASSWORD

CY5B5FBQDLJB5FBQFX



BOSS LEVEL

AREA 1: GILLIGEX ISLE

Required: 3 Red Remotes

Stay in the middle and wait for the first of the three Tiki Brothers to hurl a trio of fireballs. You can swipe the blue one back, but you'll have to wait till it's the one in the middle of the trio to destroy the first brother. Once he's gone, jump over the right firewall which appears, then the left one (or vice versa).

Repeat the blue fireball swiping process for the second brother, jumping more firewalls. The third brother is a little trickier as he doesn't stay in the middle: just avoiding his fireballs and jumping the



firewalls until you can knock a blue fireball back at him in the centre. You'll be rewarded with a Gold Remote and the gates to Area 2 opening in the Media Dimension.

The Tiki Brothers will fire three fireballs at you and you must Tail Swipe the blue fireball as it approaches.

PASSWORD

C45V7FLRDQJV7FLTf3

1



1 Opposite the TV reached in Goal 1 you can find the last of the Blood Coolers to smash.

2



2 Once all five coolers have been demolished, return to the 'Step Into the Light' room to collect the Red Remote.

TOP TIP: Jump in the air and press jump again to perform a tail bounce.

PAGE No.

53

LEVEL 3

AREA TWO FRANKENSTEINFELD

INFO

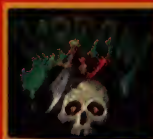
AREA 2

Level 1:

Frankensteinfeld

Missions: 3

Collectables 1st:
30 Skulls, 2nd: 40
Tombstones, 3rd: 50
Masks



Grab the collectables around the pit, but take care not to fall down the hole in the centre.

MISSION 1: RUN THE AXE GAUNTLET

Avoid the steaming pink pit and swipe the pumpkin. Go through the door and avoid the hole in the ring of skulls. Exit through the green-lit door. Turn right and jump on the ledge, then jump via the appearing table to the next ledge. Grab the health fly, then swipe away the corner to find a secret fire fly. Now jump back the way you came, to the doorway, and head up the ramps.

Gobble the fire fly and swipe the Frankenstein monster at the top.

To the right is a pumpkin and a secret goodies tunnel behind it, if you want the collectables. Head over to the steaming pool and jump over it via the appearing table. Drop down to swipe another Frankenstein monster and grab the health fly. Jump up the other side, but watch out for the skulls thrown by the ghost: stay left as you

ascend the ramp. Swipe the swine, then head right to jump to a sticky wall.

Crawl round it to the end, then drop onto the platform for a life fly. Jump off the open end to return to the top of the first ramp.

Head up the next ramp and run past the axe. Destroy the Chucky doll, as before. You can find more collectables by dropping into the alcove to the side of the first floor dip (but it's best to go for the Reward Silver Remote during mission 2).

Jump up to the right ledge and swipe the pumpkin on the metal floor. Drop down from the end and head right up the ramp, avoiding the skulls thrown by the ghost on the platform. Swipe him from behind, then jump over the pit. It's time to run the



Dodge your way through the multiple axes and you can find the first red remote behind the next door.

gauntlet along the path past the three axes – just time your moves. Head through the door and up the path to reach the Red Remote.

PASSWORD

C!6Z/F5TDGKV/F5RF7

MISSION 2: HEAD DOWN THE RAMP

Note: To get enough collectables for the Reward Silver Remote, you'll have to backtrack and head along other Goal routes. However, it's easier to kill yourself towards the end of Goal 2 and repeat the main route (ignoring detours), getting the extra collectables from killing baddies.

In the first room, jump to the sticky girder above the steaming pit to collect the skulls. Drop back down and swipe the pumpkin, then exit. Grab the skulls around the hole, then go through the red-lit door.

Defeat the Frankenstein monster for skulls, then jump over to the large platform to swipe the pumpkin. Look around to spot the red diamond-shaped recess in the wall. Jump into it to find a



1 Dodge the flying heads and then use your Tail Swipe to kill this mad ghost.



2 Leap from the ledge with the head-throwing ghost and you can reach a Purple Life Fly via a sticky wall.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

secret tunnel containing the Hidden Silver Remote.

Jump back out to the large platform, then jump via the appearing table and two chandeliers to the other side. Swipe the pumpkin, then crawl up the sticky wall to collect more skulls, including five at the top. Turn around and head back down, then turn left at the junction. Follow the path all the way round to find a fire fly.

Head back along the sticky path to the junction and take the opposite path. At the end, drop to the ground and head through the wall opening. Run past the two axes and onto another sticky wall. Drop off just before the opening to collect more goodies, then go past the axes again and back round. This time drop into the opening.

Drop into the room to swipe the Frankenstein monster and pumpkin. Grab the health fly, then jump into the low opening in the wall to find another health fly. Drop down and go back through the earlier opening, past the axes, to the sticky wall. Return to the place where you killed the monster and pumpkin. This time go through



- 1 Grab the health Fly from the TV, then smash the wall in the corner to find a well hidden Fire Fly.
- 2 Through the red doorway leap to a platform with a pumpkin, smash it, then look for the red tunnel entrance behind you.
- 3 Inside the secret red tunnel you will discover the Hidden Silver Remote.



Jump onto this clock switch to open a secret room underneath the sloped walkway.

the doors. Jump over and swipe the pumpkin, then head down the long ramp. At the bottom, swipe the Chucky doll and grab the goodies.

Turn around and jump over the railing to go behind the ramp. Jump onto the clock-face platform to hear a bell ring. Go back over the railing and past the axes, then up the ramp to the clock. Drop off the side and go underneath the clock to find a secret circular room with Frankenstein experiment, lots of collectables, and a life fly. Exit and head back to the clock-face platform. Jump across the platforms in the steaming pit to go through the door.

Kill the Frankenstein monster in the blood-soaked room, then jump onto the first sliding platform at the top of the slope. Jump to the next, then to the third, stationary platform. Jump into the alcove to get the health fly. Return to the first sliding platform and jump around the others, collecting the goodies, to the final landing. Head through the door to find a life fly. Return to the blood-soaked room, drop down, and exit.

Head over the steaming pit and back up the ramp to the clock. Jump to the right platform, then up the others to reach the high platform with the pumpkin. Swipe it, then jump to the next platform, and up to the door. Go through and dodge the skulls thrown by the ghost. Swipe him, then grab that Red Remote.

PASSWORD

DT44JG5YC26WJG5WBD

MISSION 3: STICK TO THE CEILING

Follow the main route for Goal 1 (ignoring detours) until you reach the high ledge with the metal pentagram floor. Instead of walking onto the latter, head right up the ramp towards the steaming pits. Jump via the appearing table to the next platform, then jump over to kill the pumpkin on the green platform. Jump via the next appearing table and two chandeliers to the other side and kill the Frankenstein monster there. Jump down to the L-shaped wooden ledge.

Walk round to the end, then jump to the other side via another appearing table. Now jump onto the sticky wall and crawl up it. Continue round the path,



1 Look out for the many areas with special sticky walls enabling Gex to reach distant ledges.

2 Crawl across the roof maze, but be careful not to bump into one of the nasty spiky enemies

avoiding the spiky baddies: at the junctions, head right, then left, then right again. You should now reach the end in an alcove by an opening door: drop off and go through it. In the next room, run up the ramp and do a karate jump to get over the gap – switching the camera to manual makes it easier.

Swipe the pumpkin on the other side, then go through the door. Follow the path round to the left and swipe the pumpkin at the junction. If you want some collectables, you can jump through the left window for a secret tunnel. Otherwise head right and swipe the Chucky doll, then go through the door. Head up the ramp, past the spiky baddies, to reach the Red Remote.



PASSWORD

DT43JG5YC26WJG5WB5

TOP TIP: Use the karate kick to leap across large gaps or to escape vicious enemies.

PAGE No.

55

LEVEL
4

AREA TWO MAO TSE TONGUE

MISSION 1: DEFEAT THE DEADLY DRAGON

Head right to the green neon sign and jump up to swipe it. Now go behind the large red pillar in the middle to find a life fly in the opened panel. Smash through the window of Crazy Quang's Clothing shop and swipe the ninja inside. Grab the takeaway cartons, then head through the opened doors.

Defeat the brown shuriken-throwing ninja in the next room and collect the cartons. Proceed round to the right to find a giant rotating fan. Drop down to the floor and collect the cartons above the yin yang springboard (which gives you a mighty boosted jump). Jump on it again to get onto the rotor. Jump off onto the ledge with the gong. Hit the latter to make some steps appear in the room. Hit the wooden door behind the gong to find some secret cartons.

Leap back to the rotor, then off onto the ledge with the steps. Jump up to the third step, then get to the left side. Run right across the step to angle a jump onto the lowest part of the roof – tricky. Head round the roof and smash the first wooden door to find the Hidden Silver Remote. Continue round the roof, smashing two more doors to collect cartons. Drop back to the steps and jump up them, then smash through the window at the top. Swipe

the samurai's head twice, then go through the opened doors. Head round the roof and kill the black ninja who guards the vase. Swipe the latter for more cartons. Follow the path round to kill another ninja and break a second vase. Grab the yin yangs from the latter, then go through the opened doors. Hit the gong in the next room to open the doors. Go through and swipe the fire-breathing head when it's safe, then climb up the sticky wall behind it. Swipe the door at the top for a health fly. Jump to the platform with the cannon. Push the latter to aim at each gong in turn, swiping it to fire. Then shoot the door between them. Now climb up the newly appeared steps below it, to enter.

Grab the health fly in the next room, then kill the ninja and break the vase for more yin yangs. Smash the window and drop onto the orange roof. Head left and hit the checkpoint. Go round the corner and jump onto the golden sticky wall. Crawl over to the right and drop onto the green roof. Smash the Used Junk shop window and enter. Kill the black ninja, then head through the doorway. Kill the two scorpions outside by swiping them onto their backs, then hitting them three more times for the yin yangs. Defeat the samurai, as before, then jump up the steps, killing two more scorpions. When it's safe, jump up and swipe the fire-breathing head. Use the yin yang springboard to jump to the next platform, then jump onto the rope slide.

Swipe the fire-breathing head at the and grab the health fly. Use the yin yang springboard to jump to the next platform for another rope slide. Kill the two black ninjas at the end and collect the goodies. Jump up the platforms to the high rope slide, then tail-bounce up to ride to the doorway. In the next room, kill another black ninja for masks. Smash through the window and drop onto the red roof. Kill the black ninja round the corner, then ride the rope slide. Kill another ninja and break his vase, then head through the opened doors. Now you need to defeat four brown ninjas, then three black ones. Collect all the goodies, then jump up the new triangular step to reach the sticky wall. Crawl to the end, then underneath to emerge on a wooden ledge by the fire-breathing dragon. Push the cannon round just ahead of his path, then fire.

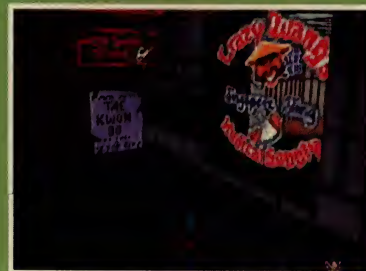
It takes a few hits to the kill the dragon and open the doors. Before exiting, grab the health fly and masks behind the other doors (which you've probably blown up). In the next room, break the vases on either side of the statue to claim your Reward Silver Remote. Then jump up behind the statue to grab the Red Remote.

PASSWORD

FFXJZJB5B6!CVJB7C/

MISSION 2: TRAVERSE THE ROCKING PILLARS

After the collecting the hidden life fly, as before, smash through the Quang's Medical Supply shop window. Defeat the black ninja inside, then go through the doors. Drop down and defeat two more black ninjas. Jump onto the gold sticky wall and climb up onto the wooden ledge. Wait for the first axe to



Inside the Medical Supply Shop there is a Black Ninja, smash the window and use your Tail Swipe to knock him down.

swing past, then run past them both. Run over the collapsing red sections and kill the brown ninja at the end. Do a running jump onto the gold sticky diamond to be flipped into the next room. Drop down and jump up the opposite platforms to hit the gong. Jump up the newly appeared green pillars, then swipe the fire-breathing head. Use either of the yin yang springboards to jump to the upper central ledge. Collect the health fly, then jump past the blade over the collapsing bridge. Hit the gong to open the doors. Go through the passage and into the next doorway. In the large room you have to kill five black ninjas to reveal two more yin yang springboards.

Use either to leap to the upper walkway. Swipe the fire-breathing head in the middle, then hit the two gongs at either end. Jump onto the newly appeared sticky diamond to be transported to the next room. Head to the far end of the floor under the rocking pillars and use either springboard to jump to the sticky wall above. Crawl round and drop onto the green ledge. Now leap diagonally across the rocking pillars, rotating the camera behind you for each jump, to reach the Red Remote at the far end.

PASSWORD

D!23LH54CH5WSH52C/

INFO

AREA 2

Level 4: Mao Tse Tongue

Missions: 2

Collectables 1st: 30 Takeaway Cartons, 2nd: 40 Yin Yangs, 3rd: 50 Masks



1



2



1 Jump from the stairs to land on the slanted roof which circles the room, this may take several attempts.

2 Tail swipe the first wooden door you come across and you will discover the Hidden Silver Remote.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

LEVEL
5

AREA TWO

WWW.DOTCOM.COM

MISSION 1: SCALE THE LAUNCH TOWER

Note: There aren't enough collectables on either standard Goal route to get the Reward Silver Remote. The best tactic is to kill yourself towards the end of Goal 2 and repeat from the checkpoint.

Collect all the batteries on the floor first, then kill the capacitors for more. Jump onto the sticky yellow tiles for yet more goodies and drop off onto the ledge with the health fly. Drop down and jump up the ledges on the opposite side to reach the one with the green charger. Swipe the capacitor, then step into the charger to get a radioactive glow. This enables you to activate the green bridges and use the green springboards. Quickly jump to green cube to activate the first bridge. Cross it, then jump to the next cube for another bridge. Use the springboard at the far end to reach the ledge



1 Step into a charger and Gex will start to glow for a short period of time, whilst charged the special springs and bridges will be operable.

2 Leap onto this sticky yellow wall and you can pick up some valuable collectables.

with a health fly. Drop to the floor and use the charger there, then quickly jump up to the ledge with the green springboard which propels you to the ledge above. Follow it round and use another springboard to reach the higher ledge. Walk round to the right and kill the capacitor for its batteries, but don't enter the blue warp yet. Walk back round and jump to the charger on the ribbon. Jump left and use the

springboard to leap up to the alcove with another health fly. Drop down to the floor to collect the transistors which should have appeared on the sticky walls – if they haven't, look around for any batteries you may have missed.

Recharge and jump back up the two springboards to reach the high ledge again. Now enter the blue warp. Swipe the capacitor in the tunnel, then follow the energy pulses along the walkway (to avoid them hitting you). Jump to the green lift, then wait for the energy pulse to go past on the right walkway before jumping over there. Head right to find a life fly. Return down the walkway, jumping the energy pulses and the gap (if you fall, you'll be returned to the start of the tunnel), collecting more transistors. Continue round to the two platforms, then along the next walkway, jumping the pulses.

Swipe the two capacitors at the end and collect all the goodies before exiting through the warp. Grab more transistors, then charge up and use the springboard in the corner. Collect the transistors and health fly, then hit the next springboard to reach the high ledge and another transistor. Swipe the robot for some more goodies (you should hit Tier 3). Jump via the platforms on the right to reach another health fly.

Return to charge up, then use the next two springboards to leap up the ledges. Kill the robot, then jump over to the charger on the right, and back again to use the next springboard, then the next one. Walk round and swipe the robot, then look around to see the Hidden Silver Remote. Reach it by jumping via the platforms on the right wall. Now drop back down two levels to recharge. Quickly hit the three springboards in turn to reach the top. Grab the goodies, then look up to see a walker robot patrolling by the exit. Jump up and swipe him to bits, then grab the goodies and that Red Remote.

PASSWORD

FKX3GJL6B>4WXJL8BQ

MISSION 2: CROSS THE DATA BUS BRIDGE

You can follow the start of Goal 1 to grab all the collectables and health flies in the starting room, before starting the following route. From the floor, jump up the platforms to the charger on the ledge and use it. Jump over to the start of the first bridge, but instead of activating it, use the nearby springboard. Quickly get the health fly

and cross the next green bridge. Go over the ribbon to the alcove to enter the warp. Swipe the capacitor, then proceed into the tunnel.

As before, follow the energy pulse along the walkway and jump via the platforms to the next solid ledge. Wait for the pulse again, then proceed along the next section. Swipe the capacitor at the other end and exit through the warp. Swipe the checkpoint, then kill another capacitor. Drop down to collect the goodies on the floor, then climb back up the sticky wall. Charge up and cross the three green bridges, jumping the gaps between the ends. Smack the robot and capacitor, then head through the warp. Kill the two capacitors, then drop to the floor to collect more goodies.

Charge up and jump back up via the two springboards. Walk round to the start of the ledge and jump to the rotating platform. Tail-swipe when the platform is exactly at the side while heading towards the far ledge – so that it's flung off in that direction. Jump off there and swipe the three capacitors to exit through the warp. Jump up to the high charger platform to swipe the walker. Charge up and run back across the room to the green lift in the corner. Ride it up and cross the



Under the effects of the charger these special bridges will extend enabling you to cross over.

green bridge, then jump via the next lift to cross a second bridge. Jump into the charger and tail-bounce to the next green bridge. Jump from it to the green lift which floats across to the ledge with the Red Remote.

PASSWORD

FYVJJKB9BMWC5KB/B7

INFO

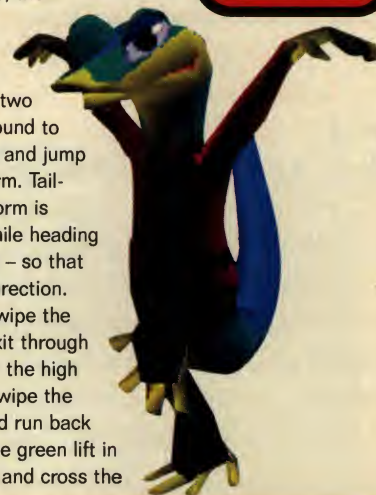
AREA 2

Level 5:
www.dotcom.com

Missions: 2

Collectables 1st
30 Batteries, 2nd
40 Transistors 3rd
50 Atoms

CIRCUIT CENTRAL



TOP TIP: Hold the Z button while running and press jump to perform a Karate Kick.

PAGE No.

57



BOSS LEVEL

AREA 2: MOOSHOO PORK

Boss 2: Mooshoo Pork

Required: 9 Red Remotes

This boss may look a real swine, but he's a piece of pork pie to defeat, when you know how. At the start, just run away from him, around the electrified platforms, jumping the green slime pit on the near side. Don't get too far ahead or he'll turn round and go back the other way. Jump up and tail-swipe the large lever on the far side to fry him, then stand on one of the two side gratings: a safe area to avoid the shock waves he unleashes. Now approach the boss to lure him into chasing you again.

Repeat the process to flick the lever another two times. At this point, the swine removes the safety grates to reveal more slime pits, so you'll just have to time your jump over one of the shock waves. Lure the boss into chasing you once more, jumping over the slime pits to flick the lever and fry him one last time to kill him. The gates will now open to Area 3.

1

Start by running away from the large porker, then dash around the room towards the switch.

2

Jump up and Tail Swipe the switch to electrocute the pig, then quickly run away again.

3

Watch out for the electrical pulses that will sweep the room after you've activated the switch.

PASSWORD

F4V3GKL>BRWW7KL/B/

LEVEL 6

AREA THREE
THE UMPIRE

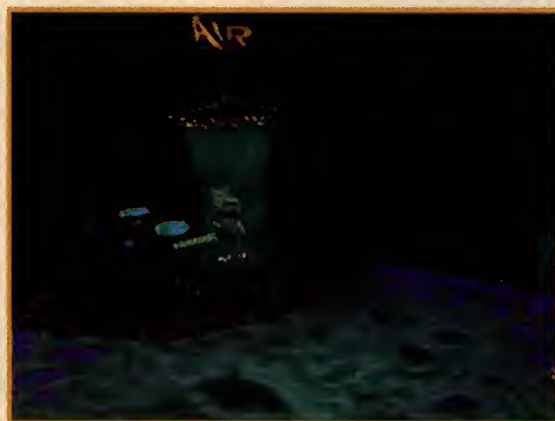
INFO

AREA 3

Level 6: The Umpire Strikes Out

Missions: 2

Collectables 1st: 30 Rockets, 2nd: 40 Phasers, 3rd: 50 Spacesuits



1 Look out for these Air Stations which are placed at intervals throughout this level; without air you will drop dead!

MISSION 1:
RIDE THE ROCKET

Gex dons his Stormtrooper suit for a bit of sci-fi action, but his progress on this level is complicated by a limited supply of air, indicated by the bar on the right of the screen. Gex needs to fill up at air stations or swipe air tanks to survive. Jump up the metal platforms on the left (not the spinning ones below). Kill the scuttling spider, then grab the health fly. Swipe the air crate and collect the bubble. If you want collectables, swipe the crates and a radar tower. Now do a running jump from the edge towards the green dot in the distance, in order to land on an invisible walkway. Go to the end to grab the health fly, air, and collectables. Then return and jump back to the main platform.

Drop back down and return to the starting station for more air, then drop down to the metal plating on the right side, by more crates. Follow the rusting metal path and drop onto the rocky platform. Grab the air tanks, then head up the metal ramp to the metal platform. Wait until the three round floating platforms pass under the purple forcefield, then jump across them to reach the stationary ones on the other side. Jump up these to reach the large rock with an air station. Fill 'er up, then swipe that manta ray three times in order to kill it.

Grab all the collectables, then jump onto the platform with the pylon. Destroy it, then jump onto the flying saucer to take a ride down, but jump off at the end before it self-destructs! Grab the goodies and use the air station. Jump to the next platform to splat the spider and collect a health fly. Jump over to the next for the Hidden Silver Remote. Watch out for the R2-D2-style robots to either side: run straight ahead and jump into the warp. Back at the start, refill your air and return all the way

to the large rock platform by where you found the flying saucer.

This time go up the metal slope to the platform. Wait for the first floating platform to pass under forcefield and into range before jumping onto it. Jump over the others and onto the left metal platform to collect a health fly and more air. From the far end, jump back onto a floating platform when near, and jump left up the rest to reach the rock and air station. Jump across the two round platforms to find the rocket.

Collect more air, then jump via the metal platform onto the top of the rocket. Step on the paw print and it'll fly you into a Death Star-style trench before crash-landing.

1



2



1 Ride the flying saucer down to some dark platforms, where you will find the Hidden Silver Remote.

2 Use the crate to leap onto the spacecraft, and then press the paw switch to take a short journey.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

E STRIKES OUT

Turn round to find an air station. Fill up and continue in that direction. Kill or avoid the manta ray, spider, and R2-D2. Jump over to the platform loaded with crates, including air.

Turn around and head back to the air station. After refilling, continue onwards and zigzag through the laser fire from the spaceship. Jump into the hole at the end. Visit the air station, then swipe the alien's head to kill him. Kill R2-D2 – avoiding his explosion. You can now grab that Red Remote.

PASSWORD

GFSH!LCBK6TXBLCFK5

MISSION 2: ENTER THE BATTLE DOME

Jump up the metal platforms, as in Goal 1, to grab the goodies and health fly. If you want, jump onto the invisible walkway to collect yet more.

Return to the start for air, then drop down and swipe the three crates. Head up the metal ramp and drop onto the large rock platform and kill the alien by swiping his head. Smash the radar tower and grab all the rockets, then phasers. Jump via the floating platform, back to the start of the ramp. Grab some air from the starting station, then head up the ramp and time your jumps across the spinning platforms.

Jump down the stationary platforms and ramp. Go to all the holes (including one under the ramp) and swipe the worms that appear, for phasers. Grab the air tank, then jump via the round platform to the radio tower to the left of the ramp to destroy it. Return and take the pink lift down for some more air and phasers. Take the other lift back up and get that health fly. Jump back to the large rock and proceed past the asteroids to the air station.

Proceed to the next series of floating platforms and jump across them to another air station. Before climbing up the energy tower, jump over to the rotating platforms: wait till each one is nearly flat before jumping to it. Grab the air and health fly from the rock platform at the end. Drop onto the large rock below the rotating platforms for more phasers and air. Ride the round lift back up to the floating round platform, then to the energy tower rock.

Refill your air, then jump onto the energy tower and climb up its sticky surface. Follow the energy ring up the purple

part and collect the phasers from the metal section. Go up the next purple bit to the metal section for more phasers, then spacesuits. Proceed to the top and jump to the walkway. Kill the spider, then grab the air crates.

Now venture over to the curved path and collect the spacesuits, jumping over the energy beams. Jump onto the safe platform at the end. Instead of trying to jump over the large gap to the next safe platform, it's easier do a running jump right to the next curved bit. Head left to grab all the collectables, then proceed right to the safe platform by another energy tower. Do a running jump over to its rock. Before jumping onto the tower, swipe the crates for spacesuits and much-needed air. Climb up the tower, as before, collecting all the spacesuits.

At the top, jump to the walkway. Swipe the crate and the Dr Uranus and Buy Now signs for more spacesuits. Visit the air station, then jump to the platform to kill the alien. Jump onto the first rotating platform before it flattens out, then immediately run up and jump to the next, to run up it and jump to the stationary platform on the right. Swipe the crates for spacesuits and air, then jump to the opposite platform via the rotating one for more. Jump down to the next platform and hit the checkpoint. Jump down to the large rock, collecting the spacesuits en route. Grab some air and jump down to the next rock to swipe more air and spacesuits. Take the pink lift down to another curved section.

Swipe the crates for air and spacesuits. Visit the air station, then jump to the first of a series of platforms: jump left and right up them, swiping the air and spacesuits crates on each – to get the Reward Silver Remote. Visit the air station at the top, then jump via two spinning platforms to another curved section – with faster energy beams to jump over. Drop off the other end to the rock. Grab the air and climb up the energy tower. Jump to the walkway at the top to kill the spider and smash the signs for more spacesuits. Visit the air station, then get ready to jump across some rotating



Perform a running Karate Kick Jump to reach this invisible walkway, and you can obtain a Health Fly and other collectables.

platforms. Wait for all four to rotate in unison and the first to stop, then jump across them all. Visit the air station, then kill the alien and R2-D2. You can reach the Red Remote to exit.

PASSWORD

GFSH!5CBK6T7BLCFKV



59

PAGE No.

59

LEVEL
7AREA THREE
FINE TOONING

INFO

AREA 3

Level 7: Fine
Tooning

Missions: 2

Collectables 1st:
30 Carrots, 2nd: 40
Cans, 3rd: 50
DetonatorsMISSION 1:
CLIMB THE TREE

Follow the bottom path, collecting all the carrots – search the tree and then swipe the two fish in the water. Head up the grass ramp and swipe the test-your-strength machine twice to move the ABC block. Then jump on the latter to collect more carrots (and another in the tree). There are more in the branches of the next tree – as indicated by the shadows on the ground. Watch out for falling objects past the finger sign as you grab the health fly. Continue round for more carrots.

Return to the area by the strength machine and jump to the ledge with the red mushroom. Swipe it for more carrots, then run and jump through the hedge arch, tail-swiping the dominoes. Kill the bee for his carrots, then cans. After the yellow sign, watch out for the bowling balls coming down the steps. Jump up on the left and weave past the balls as you ascend the steps. When you reach the tree stump with left-arrow sign, head left for extra cans and a health fly. Then continue up the steps.

At the top, swipe the bee and grab the cans. Head forwards and drop to the floor by the block tower. Swipe the

scorpion, then quickly hit all three strength machines to form a temporary stairway to the sticky wall and another can. Crawl round it back to the ledge, then jump to the first floating green platform, then to the next two when close enough. Wait for the block to disappear before jumping to the fourth platform. The next set of platforms disappear when they reach your corner, so jump along them quickly to reach the rock ledge.

Collect the cans and hit the checkpoint, then the scorpion for more cans. Jump up to the ledge to the right of the checkpoint for a couple more. Next jump up the two moving blocks to grab cans on the left ledge. The next bit's tricky: stand next to the Hard Hat Area sign, then run forward just as the block is about to disappear, to jump over the gap.

Swipe the strength machine, then drop into the water to kill the two fish. Jump up via the wooden platform to the right ledge for more cans, then the higher ledge on the left for yet more and a life fly. Return to the water and climb up the sticky wall on the far left. Now time your jumps over the three appearing blocks.

Before hitting the two strength machines, head over the purple block onto the right ledge for more cans and, past some falling objects, for a health fly. Return to the strength machines and swipe them each twice in order to get the blocks in position so you can jump up to the girder. Run along the latter for your last can.

Run to the right, then left to jump to the next girder. Jump back to the top of the previous girder for the first detonator. Tilt the girder, as before, to jump left to the top of the second (for another detonator), then right to the inside of the third. Repeat this process to reach the middle of the fourth girder, then jump to the grass platform for more detonators. Jump back to the top of the last girder for another.

Jump over to the mainland and grab the detonators from the water, killing the fish. Jump out to grab the health fly, then return to the area by the twisting

blocks. Leap over them and run right past the flowers to swipe the strength machine. Time your jumps up the four moving blocks to grab the detonators on the left ledge.

Run through the door to emerge at the other end as a duck! Naturally, it's now duck season, so swipe the hunter and search the bushes for more detonators. Grab more from the water, killing the fish, and the Reward Silver Remote should be yours.

Jump up via the tree stump and kill the bee. Jump up past the traps to find a rolling log. Jump onto it from the stump and run against its rolling to stay on top. Jump off on the far right to get the health fly, then jump to the mainland. Kill/avoid the hunter, then run through the hollow log.

If you want some health, jump up onto the log, via the rock to reach the ledge with barrels. Kill the bee, then tail whip three of the left barrels, two of the middle ones, and one of the right, to form a stairway to the health fly.

Drop back down to the log and run past the traps to the water-filled stump. Jump right via the tree branches to the next stump, then up to the next branch for the Red Remote.

PASSWORD

GTT2676FK2SN3L6BK5

MISSION 2:
STORM THE CASTLE

Follow the main route for Goal 1 until you reach the mainland after the girders. Go through the water to grab the health fly, then head right and swipe the strength machine by the boat sign. Now drop into the nearby hexagonal hole to be transported to the earlier one, to see the boat freed from its purple case. Jump onto it and swipe the rudder to take a ride to the castle. Jump from the mast platform onto the left platform and then swipe the strength machine to lower the drawbridge.

Before entering, head round the left ledge to find the Hidden Silver Remote at the back of the castle. Grab it, then go through the translucent crack in the wall to enter the courtyard. Gobble a fire fly, then swipe the rocket fuse to light it. Quickly tail-bounce up to stick onto the rocket to take a ride straight to the Red Remote.

PASSWORD

G8RHY7WJKCQ89MWHKD



1 Tail Swipe the strength machine to move the ABC block underneath the collectables to your left.

2 Leap quickly up these platforms and watch out for the large bowling balls that are hurtling in your direction.





PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

LEVEL
8

AREA THREE PANAGAEA 90210

MISSION 1: ASSAULT THE LAVA ISLAND

Swipe the palm tree for some drumsticks, then jump over the lava flow. Swipe the bones on the left to reach the drumstick and health fly by the toilets. Head up the hill and swipe the egg creature. Jump to the left rock ledges to grab the drumsticks. Then jump over the lava and swipe the fireball-spitting flower. Proceed forwards to kill the mosquito – jump and swipe as it attacks.

Jump over the lava and jump onto the bouncy lily pad to grab the drumsticks above. Then go round the right ledge and jump the gap to get the others. Go and kill the egg and swipe the palm tree for goodies. Time your jumps across the platforms floating in the lava. Jump up and swipe the swooping pterodactyl. Now jump over the two sinking/rising platforms to get the health fly.

Jump via the high platform or lily pad to the ledge with the egg and swipe it. Ignore the platforms by the lava waterfall and jump over the lava to swipe the palms for more goodies. Swipe the pink dinosaur who charges down the hill, then jump up the platform on the left to get the fire fly.

Drop back down and run up the hill, dropping off the end to collect the



goodies below. Jump back up the platforms to kill the fire-spitting plant. Jump onto the sticky grey path on the left to crawl up to the next ledge. Jump over the ramps, collecting more goodies, then swipe the pterodactyl on the other side. Swipe the palm tree on the right, then jump onto the nearby platform in the lava. Jump up the rest of the rock steps there to reach the Red Remote.

PASSWORD

G!R2WX6KKHQ/P/M6GKB

MISSION 2: CLIMB THE VOLCANO

Follow the Goal 1 route, collecting all the goodies and fire fly, until you reach the area near the exit. Kill the pterodactyl and swipe the tree, then time your run past the flame on the left. Jump the gap and kill the pink dinosaur which charges down the slope. Head up there and jump over the two sinking/rising platforms. Now gobble the fire fly and use your firewall to run a ring round the triceratops to frazzle it.

Once it's dead, jump onto the left ledge and get the health fly from the end. Jump over to the ledge with the falling boulders and follow them down to land on the ledge with the Hidden Silver Remote. Now drop off the near side of the ledge to slide down back near the lily pad. Follow the route again to reach the lava-fall. This time jump up the platforms by it, leaping to the left ledge at the top. Grab the skulls and smash the egg. Swipe the tree and collect the skulls, then dinos. Grab the fire fly, then climb up the sticky grey path by the tree and head right at the fork. Crawl past the lava-dripping holes, collecting the dinos.

Drop off onto the ledge and swat the mosquito, then jump past the flame. Swipe the pink dinosaur, then jump to the platform by the sticky wall. Crawl down either side of the latter to find a ledge with a life fly and more dinos. Crawl back up to the platform, then back over to the ledge. Continue round, swiping the fire-spitting plant. Jump across the platforms, swiping the

pterodactyl en route. Swipe the fire plant, then run up the hill, past the falling boulders. Smash the egg, then jump up the left platforms. Time your jumps across the four sinking/rising platforms, then swipe the fire plant. Smash through the bones and run past the falling boulders for a health fly. Jump up to the left ledges for dinos, avoiding more boulders. Continue round the next ledge for more – you should now get the Reward Silver Remote, but if not there are more goodies ahead. Run past the triceratops, collecting the dinos. Continue up and round, past more boulders, until you reach some flames and bones protecting the exit. Time your run past the flames and smash the bones to get the Red Remote. The gates will now be open to access Area 4.



INFO

AREA 3

Level 8: Panagaea
90210

Missions: 2

Collectables 1st:
30 Drumsticks, 2nd:
40 Buffalo Skulls,
3rd: 50 Dinosaurs



1



2



1 This Triceratops can be a bit of a nightmare, so run around him with a Fire Fly and watch him frazzle.

2 Drop down the slope where the giant rocks fall and you will find the Hidden Silver Remote.

1



2



1 Hmm! More Chicken than KFC for you to collect in this area.

2 Tail Swipe the Pterodactyl as it swoops down to attack, but be careful not to step into the lava.

PASSWORD

G8RHY3WJQCQ>9MWHB5

TOP TIP: Fire Files enable you to create fire rings by holding Tail Whip and circling around your enemies.

PAGE No.

61

LEVEL
9

AREA FOUR

HONEY I SHRUNK

INFO

AREA 4

Level 9: Honey I Shrunk The Gecko

Missions: 3

Collectables 1st:
30 Batteries, 2nd:
40 Transistors, 3rd:
50 Atoms



MISSION 1: CHARGE TO THE TOP

Swipe the hoverbot and grab the batteries. Jump up to the sticky wall via the left purple platform. Crawl up and round to the right to drop off for the health fly. Drop back down to the floor and step into the green charger, then use either springboard to leap up. Follow the passage round, killing the spiders and collecting the batteries. Jump up to the next passage and kill another spider for batteries. Then charge up again and jump onto the green and red lift platform to go up.

Jump off at the top

and kill the spider, then grab the batteries, then transistors. Step into the charger, then go and kill the two walkers for more goodies. Recharge, then use the springboard in the opposite corner and cross the green bridge. Swipe the capacitor at the other end, then jump up to get the health fly on the left.

Now jump across the room via square platforms, killing the hoverbot on the final one. Jump left up the sinking purple platforms to reach the ledge with the sticky wall. Crawl up the latter and onto the ceiling where more spiders can be swiped and collectables grabbed – but don't jump or you will fall down to the floor!

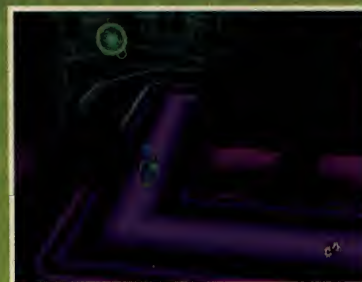
Step into the charger and follow the sticky path there to drop off by a green bridge (once activated). Cross it, kill the hoverbot at the other end, then enter the blue warp.

Kill the hoverbot, then jump the gap and cross the first energy walkway, leaping over the pulses that are coming at you. Cross over the next walkway, then go along the left walkway to grab a health fly. Go back along the walkway and jump the gap to the other end of the tunnel. After you have swiped the capacitor for the transistors/atoms, exit through the warp.

Kill the spiders on the left, then hit the checkpoint ahead (and atoms to the left of it). Jump up to the far right,

killing the hoverbot, to grab another health fly. Head left to the

charger, then head for the springboards, killing the walker en route, to leap up to the sticky wall. Crawl round to the left to drop onto a platform with another charger. Swipe the hoverbot there, then charge up and crawl



Use your Tail Swipe to knock down these annoying walkers and then swipe again for some collectables.

quickly round the next sticky wall, jump over the platforms (collecting more atoms), and activate the green bridge to cross it.

Head right and step into the next charger, then swipe the two awakened walkers. Recharge before heading down the left passage, killing the spider, and using either springboard. Before entering the warp, turn round to see a sticky wall. To reach it, head left/right round the ledge and jump from the end. Crawl down onto the path and follow it to the end to emerge on a small square walkway with atoms and the Hidden Silver Remote.

Drop down the pit to land back by the charger. Recharge, head left, and use either springboard again. This time enter the warp and kill the capacitor and two hoverbots. Jump the gap to the long walkway and cross it, leaping the pulses and collecting the atoms that should net you the Reward Silver Remote. If you need more, step into the charger, then backtrack to jump onto the green lift and ride it for extra atoms. Proceed to the end of the walkway and jump to the far end of the tunnel. Swipe the hoverbot, then exit through the warp.

Jump up via the small purple platform to the charger, then backtrack to hit the lower springboard for a health fly. Return to the charger and use the nearby springboard, to leap up via three more springboards (each to the right of the previous one). At the top are more atoms, if you still need them.

1



1 Take care as you crawl across the ceiling, there are spiders here that will knock you down to the floor below.

2



2 Jump onto this chargeable lift and then ride it back to the start of the warp area to grab some more items.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

K THE GECKO

Jump up the small purple platform to find the Red Remote and exit.

PASSWORD

HPPHP2YNJWN>KNWMCN

MISSION 2: FIND THE I/O TOWER

Follow the main Goal 1 route all the way to the checkpoint. As before, charge up and use the springboard to reach the sticky wall. Crawl round to the left, then drop off the kill the hoverbot. Recharge and crawl left round the next sticky wall to drop onto the ledge. Jump across the platforms, as before, to activate and cross the green bridge.

However, this time look left at the end of the bridge to see some sinking purple platforms. Jump to them and up to reach the charger on the ledge. Drop down and kill the hoverbot, then cross the green bridge. Swipe the capacitor and enter the warp.

Grab the health fly in the far right corner. Jump via the small purple platform to the higher ledge. From here, time your jump onto the rotating platform. As in a previous level, you have to tail-swipe when it's exactly at the side (heading forwards) to float it over to the next spinning hub. Jump to the small purple platform by the sticky wall. Crawl up the latter to the ledge.

Turn around and jump to another rotating platform. Swipe it at the right time to propel it to the next hub on the left. Jump to the left ledge for a health fly. Jump back to the platform and swipe it to float to the third hub (on the left). Jump to the purple ledge and



Once onto this revolving platform perform a Tail Swipe to fire the lift in the direction of the next hub.

enter the warp. Another rotating platform awaits you on the other side. Jump to it, then swipe it loose to reach the next hub. Jump to the far ledge and enter another warp.

The next room contains the I/O tower. Jump up the sinking purple platforms at the far end to reach the ledge above. Jump to the rotating platform, then disconnect it to float to the hub on the right. Repeat the process to reach the third hub, then the fourth. Leap to the ledge and jump up to the Red Remote.

PASSWORD

HTP2M27PJ2NRHN6LCG

MISSION 3: CHARGE THE ACT STEPS

Follow the main Goal 1 route to the checkpoint, and up round to the charger by the two walkers. Kill them, then recharge and head right and take the green and red lift up. Jump into the passage and kill the hoverbot. Jump up and continue round, killing/avoiding the spiders and capacitor.



Crawl down the wall of the pit and then drop down into the warp below.

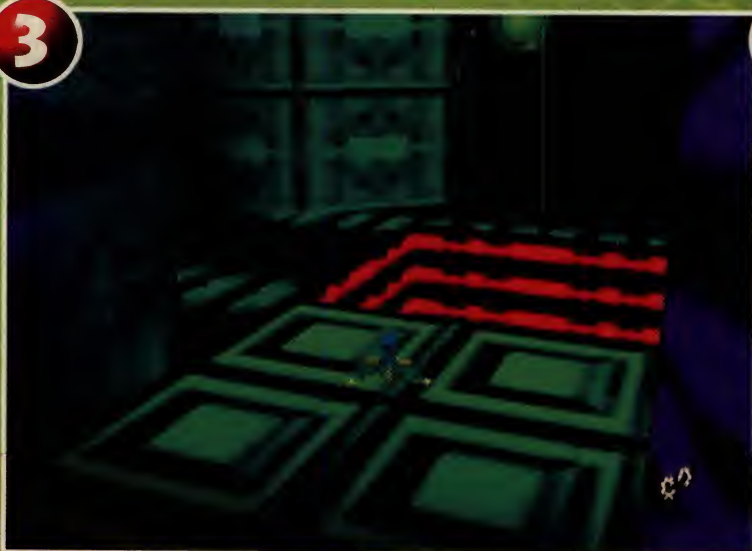
Jump to the sticky wall on the right and crawl round to the ceiling. You can drop off onto the purple ledge for a health fly, then jump back on. Continue round to the pit and crawl down there. Drop off at the end and enter the warp.

First, step into the charger and kill the walker in the far left corner. Recharge, then jump to the nearby green lift via the series of purple platforms. Drop down and recharge, then jump to the green lift in the corner. Ride it up to the ledge, then drop to the floor again. You've now positioned the lifts to form steps by the barrel.

Recharge and jump onto the barrel and quickly via the two green lifts to reach the ledge, then right to get on a third lift which transports you to a ledge with a charger. Charge up and ride the next lift. Jump off to activate and cross the green bridge, which leads to the Red Remote.

PASSWORD

H8MHFZX/JCL>TPWRC3



3 Follow this sticky wall path and it will lead you to the Hidden Silver Remote.



4 At the top of your charged climb, dash across the green bridge to collect the Red Remote.

TOP TIP: Ice Flies will enable you to turn enemies into blocks of ice by holding Tail Whip and circling around your enemies.

PAGE No.

63

LEVEL
10AREA FOUR
THIS OLD CAVE

INFO

AREA 4

Level 10: This
Old Cave

Missions: 3

Collectables 1st
30 Drumsticks, 2nd
40 Buffalo Skulls,
3rd: 50 DinosMISSION 1:
WATCH FOR
FALLING LAVA

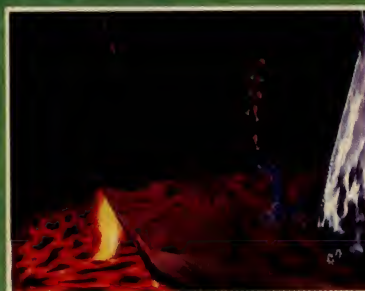
Note: There aren't enough collectables on any standard Goal route to get the Reward Silver Remote. The best tactic is to kill yourself towards the end of Goal 1 and repeat.

Grab the drumsticks as you swipe the mosquito and jump over the lava. Swipe the small dinosaur who arrives, then his spiky tail. Jump over to the bouncy lily pad by the lava-fall and spring over to the ledge with the ice fly. Grab it and drop down to the left, collecting the drumsticks. Crawl left around the white sticky wall to the ledge. Jump to the lily, collecting the final drumsticks.

Then bounce over to the cave on the left. Collect the skulls and smash the egg. Follow the path round, collecting more skulls.

Crawl left along the sticky wall, avoiding the lava drips. Grab more skulls

and a health fly at the end, then crawl along the next sticky wall to a ledge with more skulls. Crawl left along another sticky wall, past more lava drips, to the bridge (and skulls) leading to the Red Remote.



When Gex is chilled he can run circles around opponents to turn them into blocks of ice.



Move carefully around this sticky wall avoiding the boiling hot Lava Droplets falling all around you.

PASSWORD

H!M2CZN!JHLRMP6QCV

MISSION 2:
DODGE THE
STEAM VENTS

Swipe the mosquito and jump over the lava. Kill the dinosaur and proceed to the lava pool. As before, jump to the lily pad by the lava-fall and bounce over to the ice fly. Drop down to the left and crawl left along the sticky wall. Jump to the lily, then the next sticky wall. Crawl left along it, past the lava drips.

Jump up and swipe the pterodactyl, then jump to the lily and bounce up to the higher one and over to the health fly. Jump back and swipe the dinosaur, then head through the arch. Time your jump past the flame on the left to reach the rock, then jump to the ledge. Jump down the far side, collecting more goodies. Kill the pterodactyl and drop to the floor. Jump across the rocks in the lava to the higher platform by the left lava-fall. Jump up to the platform above the steam jet and ride it up to a ledge with a life fly. Drop down and follow the path

away from the lava-fall, jumping via the rocks and killing a pterodactyl. Swipe the dinosaur on the tiger skin, then jump to another steam-jet platform to grab the health fly on the left. Jump to the right ledge and follow it round.

Jump up and onto another steam platform and ride it up, then the next steam platform. Jump to the right from this one and along the platforms to find the Hidden Silver Remote.

Jump back once to the left and go through the arch to leap over the lava. Time your runs past the two flames and then grab the Red Remote round the right corner.



1 Use the steam driven platform to rise up to grab the Purple Life Fly from this elevated platform.

2 Wait until the flames stop for a brief moment, and then dash past as fast as you can.

3 Follow the flamethrower tunnel to the end and you will discover the Red Remote.

PASSWORD

JPKG8YNDHWJ98QWWD/



1 Tail Swipe this fast moving green dinosaur, and then swipe its spiky tail several times to destroy it.

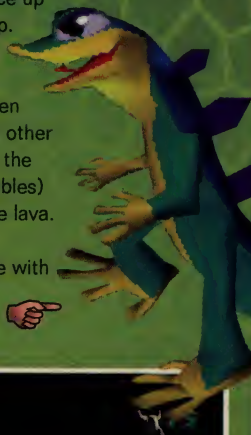
2 Use this sticky wall to climb up to the ledge on the left, where you will find an Ice Fly TV.

PLAYERS
OneCART SIZE
96MbMEMORY
VPUBLISHER: GT Interactive
DEVELOPER: Crystal DynamicsGAME TYPE:
ORIGIN:Platform
USARELEASED:
PRICE:Out Now!
£44.99

MISSION 3: BOUNCE UP THE FLOWERS

Follow the Goal 2 route to the two bouncy lilies. This time bounce from the higher lily to the bridge with the checkpoint. Swipe the latter and cross the bridge. Go through the arch and crawl round the right sticky wall, avoiding the lava drips. Jump across the lava via the bouncy lilies. From the third lily, look across to see more lilies. Jump over and bounce up them to the top.

Kill the dinosaur and pterodactyl, then jump down the other side (following the trail of collectables) to the lily in the lava. Bounce up to reach the ledge with the Red Remote.



BOSS LEVEL

AREA 4: GEXZILLA VS MECHAREZ

Boss 3: Gexzilla Vs Mecharez

Required: 21 Red Remotes
This is one of the best levels in the game as you fight the mighty Mecharez in a cityscape. He has two attacks to watch out for:

1. He charges towards you. In this case, just step aside and swipe the swine when he stops, to knock down his damage meter – but beware his electrically charged back.

2. He jumps on top of a

building and targets Gex for a lightning shot. In this case, destroy the building he's on before he can fire, then hit him as he falls. If you can't there in time, simply hide behind a skyscraper to avoid his lightning.

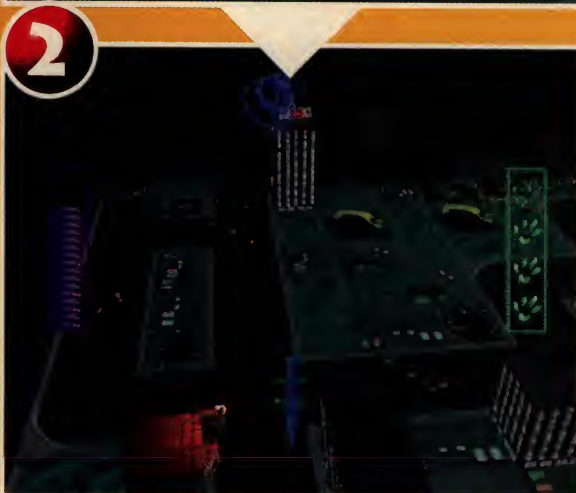
- Watch out for cinemas which contain handy health power-ups.
- After you've hit Mecharez a few times, helicopters and tanks arrive – just swipe them.
- Note that Mecharez moves around faster when he's badly damaged, making him harder to catch.
- When you finally finish him off, he explodes in spectacular fashion.

Area 5

Once you have beaten Mecharez, you can go through the blue gates and ride to the right floating platform to Samurai Night Fever. Ride the next platform for Pain In The Asteroids and the bonus level.



Once you have won this battle Mecharez will fall to the floor and die in a huge explosion.



- 1 When Mecharez uses his charge attack, sidestep quickly and then use your Tail Swipe to bash this monster.
- 2 Mecharez climbs up on top of the buildings and uses his searchlight to look for you, try to hide behind a building.
- 3 Mecharez uses his lightning attack after locating you with his searchlight so stay behind a building until it is safe.

1

2

3

- 1 Leap up to this platform and tail swipe the checkpoint before grabbing the collectables and following the path.

- 2 Leap across the gap using these special flowers to gain extra height, but be careful where you land.

- 3 Use this special Lilly to launch yourself across to the platform with the Red Remote.

PASSWORD

JPKG8YS DHWJ98QWWDV

PASSWORD

JTKZ6YJFH2JQ6Q6VXZ

TOP TIP: Keep collecting as many items as possible, you'll earn plenty of extra lives.

PAGE No.

65

LEVEL
11

AREA FIVE

SAMURAI NIGHT

INFO

AREA 5

Level 11: Samurai Night Fever

Missions: 3

Collectables 1st:
30 Takeaway
Cartons, 2nd: 40 Yin
Yangs, 3rd: 50
Masks



MISSION 1: NAVIGATE THE GREAT SPINNER

Note: There aren't enough collectables on any standard Goal route to get the Reward Silver Remote. The best tactic is to kill yourself towards the end of Goal 1 (if you don't die anyway) and then repeat.

Kill the mosquito by the pool, then smash the vase to the left of the building and kill the ninja. Collect the cartons from the sticky path at the back of the building. Go back round the front and enter the building to grab the health fly and cartons, then exit back outside. Cross the small bridge and the larger one with the cartons. Time your run past the tilting spiky stick, then use the yin yang springboard to bounce up to the next ledge.

Swipe the shuriken-throwing brown ninja twice, then continue round the path to kill a black ninja and mosquito. Smash the vases for goodies, then the door under 'Subtitles Sold Here' for



After collecting the Hidden Silver Remote step into the warp to return in order to the platform above.

cartons/yin yangs.

Jump over the gap via the two moving platforms. Smash the vases and grab all the yin yangs. Now hit the gong and quickly jump onto the stone block which rises, and tail-bounce up to the right ledge for a life fly. Drop back down and go to the corner diagonally opposite the gong. Look down to see a sticky wall: jump for the main stone wall and push

towards it to land there. Crawl right to find the Hidden Silver Remote. To return up top, simply walk into the warp which replaces the remote.

Now get on the higher sticky wall and crawl right – watch out for the spikes near where the path turns upwards: wait for them to go in. At the top, kill the black ninja and grab the health fly. Head left past the spiky stick and over the collapsing bridge to hit the gong (and grab goodies). Go back over the bridge and left through the opened gates. Use the first springs to leap forwards to the wooden platform. Swipe the light trapdoor by the flag to fall into a pit with more yin yangs.

Climb back out and spring towards the blue platform to kill the fire-breathing head. Spring over via the pillars (if you fall, kill the black ninja and climb back up the sticky wall) and break the vase. Now comes the great spinner: jump to one of the rotating 'blades'. Ride it round and jump off onto the ledge. Grab the goodies and hit the gong to lower the ramp. Go up it and ride the wooden lift down. Hit the gong to lower the ramp, then go up it to the ledge with the samurai – as before, swipe his helmet off, then his head.

Jump to one of the rotating blades and up to the middle for more collectables. Jump from the edge of one of the blades to the right ledge. Swipe the gong in order to open a gate near the start (needed for Goal 3) then grab the Red Remote.

PASSWORD

J8HGYXSKHCG9YPW2Y7

1



2



1 Break into this door and you will find a few more collectables to pick up.

2 Leap off the right-hand side opposite the high sticky wall, and you will land on this small piece of wall below.



To defeat this large sword carrying yob, Tail Swipe the knight's head off; there can be only one!



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

T FEVER

MISSION 2: RIDE THE SWINGING PLATFORMS

Kill the mosquito and enter the building for collectables if you want. Then round to the left of the building, smashing the vase and killing the black ninja. Crawl down the sticky wall at the back of the building and hit the gong. Crawl back up and go round the right side of the building and through the opened gates. Cross the collapsing bridge, break the vases, and grab the



1 Timing is extremely important here as the platform moves fairly fast and certain death awaits below.

2 Watch out as the sticky walls have now got spikes which rise and fall fairly quickly, be careful or you'll get speared.

3 Before grabbing the Red Remote at the end, tail whip the gong to open a door in the next goal.

goodies. Jump via the moving green platforms (best to leap at the top) to the ledge with two sets of rotating blades. Jump right to the lowest, then left to one on the other spinner.

Jump over to the other blade on this spinner, then ride it round to jump to the highest blade on the first spinner. Jump from the latter to the ledge and kill the black ninja.

Follow the path round to the three large swinging blades. Time your run past each one, then jump to the wooden swing and ride it over to jump on top of the roof (not the sloped sides). Kill the mosquito and grab the ice fly. Jump to the swing on the right and off to the next platform. Jump via the first sliding platform and then kill the brown ninja, then jump over the next slider in order to kill the samurai.

Head right through the opening gates and time your run and jump past the swinging blade. Smash the vase and jump to the right via the spinning blades. Tail-bounce the fire-breathing head, then run right up the slope.

Time your run past the two swinging blades and gold spikes. Kill the samurai and smash the vases, then hit the gong to lower the drawbridge leading to the exit. Before grabbing the Red Remote, hit the gong to open another gate needed for Mission 1 3.

PASSWORD

J!HZWXJJ2HGQWP6ZY5



1 Look out for the large axe which swings back and forth across this bridge, timing is the key to reaching the far side.

2 Wait until these heads have stopped bellowing fire before rushing in to attack.

MISSION 3: CLIMB THE TOWERING TEMPLE

As before, swipe the mosquito and grab the health and goodies from the building. Then head through the right gate, over the bridge to the 'No Skateboarding' sign. Jump up via the springboard, then onto the wooden swing ahead. Jump to the next ledge and run past the two swinging blades to jump to another swing. There are collectable on the right ledge if you want them. Jump to the next swing then over to the stone walkway on the left. Time your run past the two vertically swinging blades.

Kill the ninja at the end and jump to the cage which transports you to another area. Grab the health fly, then jump through the gap in the railings to the ledge on the right. Smash the fire-breathing head, then jump to the next ledge and defeat the samurai. Crawl all the way up the sticky wall, avoiding the spikes. Jump from the top of the left hump bridge to the rotating blades. Jump over them to reach the sticky wall on the far side. Crawl up it, avoiding more spikes, to reach the next ledge.

Jump across the lava via the sliding platforms to reach the wooden walkway. Head up it and onto the left green platform, then jump to the rotating blades. Jump via these to another cage, which transports you to the roof. Jump to the roof and smash the two fire-breathing heads and ninja en route to the Red Remote.

PASSWORD

KKDZRW3L9>FQRLM7XD

TOP TIP: Extra Flies buzz around your head acting as an extra piece of health.

PAGE No.

67

LEVEL
12

AREA FIVE

PAIN IN THE AST

INFO

AREA 5

Level 12: Pain in the Asteroids

Missions: 3

Collectables 1st: 30 Rockets, 2nd: 40 Phasers, 3rd: 50 Spacesuits



1



2



3



4

MISSION 1:
FIND THE ARCHED
ASTEROID

Smash the radar towers and collect the rockets, then flick the switch to form a bridge. Stand on the near end and flick the switch again to take a ride to a rock with air and ice fly. Get back on the platform and flick the switch to return to the bridge. Cross it, collecting the rockets. Kill the manta ray at the other end and collect the air.

Jump up the line of purple rocks and kill the two manta rays at the end. Grab the air and smash the radio tower for rockets. Jump across the twin tilting platforms, then the sinking/rising purple platforms, to reach a walkway with an air station. Collect the rockets/phasers and swipe the signs for more. Climb up the sticky central tower in order to collect more goodies, swiping the spiders. Grab the air at the top, collect yet more goodies from swiping the radio tower and aerial, then crawl back down and visit the air station.

Enter the lift below the central tower to ride it down. Hop off onto the rocks and visit the air station. Swipe the purple crystal on the right for more phasers. Jump down the rocks, swiping the spiders and collecting the phasers. At the bottom, grab the air crate and smash the R2-D2-style robot. Swipe the radio tower for phasers/spacesuits, then flick the switch to create a bridge. Cross it, collecting more spacesuits and avoiding the flames. Wait for the tilting platforms to start flattening out before jumping over them.

Defeat the alien on the other side and grab the spacesuits and ice fly. Visit the air station, then flick the switch to form another bridge. Cross it, avoiding the flames and jumping the gaps. Smash the R2-D2 and visit the air station. Swipe the aerial, then flick the switch to bring forth some platforms. Jump up them and the rocks, collecting the spacesuits.

At the top, visit the air station, then swipe the two aerals. Go down and kill the manta ray and the worm in the right hole. Crawl round the nearby sticky metal path. Drop off and jump to the lift, which takes you up to another air station – jump off before the lift returns. Kill the spiders, then jump up the sinking purple platforms and the rocks. Kill the R2-D2 for the Reward Silver Remote, then jump onto the lift which takes you down to the Red Remote on top of the arch.

MISSION 2:
RIDE THE WARP TUBE

Follow the main Goal 1 route to the sticky tower. Climb up it and grab the air at the top, then jump onto the lift. Jump off at the top and visit the air station, then kill the alien. Follow the trail of collectables to the purple warp and enter it. Visit the air station at the other end, then smash the R2-D2 and grab the Hidden Silver Remote and health fly. Grab some more air before exiting through the warp.

Head left to the lift under the energy tube. Ride it up and jump into the air station at the top. Run under the first energy beam and jump over the second, then follow the third. Kill the alien, grab the air crate, and get the ice fly under the slope. Visit the next air station and kill another alien, then jump

1



2



3



1 Climb up the tall tower collecting the items all around it but beware of the fast-moving spiders.

2 At the far end of the warp you will find this Green Health Fly TV and the Hidden Silver Remote.

3 As you cross this bridge, look out for these flame throwers that turn on and off intermittently.

PASSWORD

KTFZMWJD92DQMB65XJ

PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER: GT Interactive
DEVELOPER: Crystal DynamicsGAME TYPE:
ORIGIN:Platform
USARELEASED:
PRICE:Out Now!
£44.99

EROIDS



Jump onto the small pink lift and ride the warp tube to the top where you will find a well needed air station.

to the right rock for a health fly. Jump back and crawl up the higher tower.

At the top, leap to the air station, then jump across the three moving platforms. Time your jumps around the asteroid, avoiding the flames. Visit the air station, then jump carefully up the floating platforms. At the top, wait to jump to the ledge with an air station and the Red Remote.



1 The fifth and final Power Cell can be found on top of the small hut near the air station.

2 Crawl around to the other side of the sticky tower to find the second Power Cell.

PASSWORD
K8CGFVSF9CB9FWW>X3

MISSION 3: DESTROY FIVE POWER CELLS

Follow the main Goal 1 route to the sticky tower. Take the lift down and swipe the purple crystal to the right of the air station – four more to go. Take the nearby lift back up to the tower walkway. the second crystal.


Crawl to the top of the sticky tower, grab the air, and get on the lift. Visit the air station, kill the



Once you have collected the five Power Cells you can skip across these pink platforms to collect the Red Remote.

PASSWORD
K4BZHV3D9RCQHWM/XG

alien, and enter the purple warp to find the third and fourth crystals. Grab some air and exit through the warp. Head right and jump to the lift to ride it to the next air station walkway. Jump to the left

lift and ride it up to find the last crystal. Drop down and grab some air, then cross the walkway ahead, swiping the spider. Jump up the rocks and sinking purple platforms to reach the Red Remote. 



TOP TIP: Tailswipe everything as collectables will fall from all sorts of weird and wonderful places.

PAGE No.

69

LEVEL 13

AREA SIX NO WEDDINGS AND A FUNERAL

INFO

AREA 6

Level 13: No Weddings and a Funeral

Missions: 1

Collectables 1st: 30 Cogs, 2nd: 40 Toolboxes, 3rd: 50 Oil Cans



MISSION 1: PENETRATE REZ'S INNER SANCTUM

Grab the six cogs on the slopes, then head down and round to the left for more. Drop into the pit and avoid the monster as you collect cogs from the far corners. Crawl back up the sticky wall to the right of the blue guard rail. Go back round to the left and jump onto the first speaker. Wait until the second one moves over to the right, then jump to it. Now wait until the first speaker moves round, then jump to it and onto the ledge. Go through the black and yellow striped iris door.

This little puzzle is dead easy to solve. Just jump on one of the platforms: if it's the right one you'll get a blue light (and a green

light to indicate the next platform). If it's wrong, the mirror will indicate the correct one with a green light, so go and jump on that. Once all three are blue, the mirror will shatter. Go through the revealed iris door.

Collect the cogs, then tail-bounce the two red switches to move the lift up – jump to the ledge and grab more cogs. Jump to the moving platform and ride it over to the opposite ledge to jump off by the slope. Run up the first ramp, then wait for the vent to stop blowing before running past it and up the next ramp. Jump via the speakers, as before, to reach the opposite ledge. Collect the cogs and life fly.

Jump back to the speakers and use them to reach the left alcove with the Hidden Silver Remote and more cogs. Now use the speakers to cross over to the opposite alcove for more cogs and health fly. Climb up the sticky wall for toolboxes, then tail-bounce the flat-top robot. Ride the conveyor belt for more goodies, but wait for the vent to stop before going past it. Climb up the sticky wall – but again, wait for the vents to stop.

There's another green monster at the top: avoid him as you collect the toolboxes, then jump to the bell-jar lift and ride it up. Jump to the high ledge, grab the health fly, and go through the iris door. Another mirror puzzle follows, so hit the platforms in this order: near right, far right, near left, far left. If you get one wrong, a flat-top robot will appear, although you can tail-bounce him for extra collectables. Once the mirror has been shattered, go through the iris door.

Swipe the cog on the left, then quickly jump across the floating speaker before it sinks again. Tail-bounce all three switches to ride the lift up. Jump to the ledge and head left to collect the toolboxes and health fly. Turn round and swipe the cog twice to raise the platforms. Jump quickly over them to the sticky wall for more toolboxes and oil cans.

Wait for the vents to stop before crawling left. Head round the walkway to another sticky wall. Wait for the vents to stop before crawling left and up. Get on the conveyor and time your move past the vents to do a running jump to the next (opposite moving) conveyor. Time your jumps past the vents to reach the next ledge and enter the iris door.

Swipe that checkpoint, then jump to the first tilting platform. Avoid the electric field as you grab the goodies. Stand in the safe middle, then time your run and jump forward to the rolling cylinder. Collect the oil cans on it, then



jump to the next two tilting platforms for more. Jump to another rolling cylinder, then the last tilting platform, collecting the oil cans. Jump to the ledge and grab the health fly before exiting through the iris door.

The purple 'pond' in the next room is deadly. Repeatedly swipe the cog to raise the platforms to their highest point, then jump quickly across them to the ledge. Grab the goodies and jump up the three conveyor belts. Move the camera round to see the next conveyor belt: jump to it, then the bell-jar lift and high ledge.

Head left and jump via the moving speakers to reach the far ledge with the green monster. Avoid him and grab the oil cans and health fly. Jump to the right sticky conveyor belt and time your move past the vent. Jump across the fast-moving conveyor, grabbing the goodies, then jump across another.

Wait for the vent ahead to stop, then swipe the cog twice and jump across the raised platforms. Tail bounce the four red buttons to ride the lift up, then jump from the top to one of the moving platforms. Jump off to the lower conveyor before the platform hits the electric field. Grab the goodies and jump to the next conveyor (watch it, it's not right by the wall!) for more, and onto a floating platform. Jump off onto the far ledge, collect the oil cans, and enter the iris door.

Collect the oil cans to give you the Reward Silver Remote, then go to the far end and tail-bounce onto the lift to ride up to the ledge with the Red Remote.



PASSWORD

LJ/Y>T2/49!P>T7D>T



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

LEVEL
14

SECRET AREA GECQUES COUSTEAU

Note: Most of this level takes place underwater, which makes this level rather tricky. The enemies can be hard to kill, so be careful when attacking these sea creatures. When swimming underwater press A to kick forwards and press Z to brake.

MISSION 1: SWIM THROUGH THREE ARCHES

Swipe the Question Mark to learn a swimming trick, and then turn to the left and swim past a small grey rock towards a crashed space craft. Grab the Starfish on the top and Tail Swipe the one that attacks from the centre. Now turn around and head for the trail of Starfish to the left. Swim through the first arch



collecting the items and then move directly ahead to a small ship for some more collectables. Leave the sunken ship and follow the wall around to the right, away from the large shark to find the second arch. Pass through this small passage and then swim up to the deck of the Love Boat on the far side for a Green Health Fly.

Drop down the far side for more collectables, and then swipe the rubber ring to kill another worm. Continue to the left past the Exit TV, and then swim around the large wreck to find some treasure chests. Break open the chests to find more Starfish then swim under the anchor to pick up some more. Now swim along the side of the ship and turn to the right to find the third slim Arch. Swim through this archway then return to the far side of the sunken ship to collect the first Red Remote.

PASSWORD

MJ8YRR23398PRR23!F

MISSION 2: FIND THE END OF THE CAVE

Follow the route for Goal 1 until you come to the small sunken boat with the collectables in the back. Grab the items and then swim toward the wooden signpost and grab hold of the Turtle Taxi

to get whisked through the closed tunnel to another pool on the far side. At the far end of the tunnel swim over the sand dune to your left and then grab the collectables from the sunken crates. Now move to the next wooden signpost to hail another Turtle Taxi to transport you to another sunken pool. Dodge the shark and large school of fish and head to the left where you will find the entrance to



an underwater cave. Enter the cave and swim down until you find a junction.

Follow the path to the right picking up the collectables as you go and avoiding the large family of jellyfish, then grabbing the Purple Life Fly from the TV at the end. Now return to the junction and turn to the right where you will find another junction with rocks on the sea floor. Take the left path for some extra collectables, then head to the right to find a T-Junction. To the right you will find some more collectables and another Green Health Fly, head left and then swim up the slope and exit the tunnel at the far end. Now swim up to the waters surface and you will find the Hidden Silver Remote in the middle of three rubber rings. To complete this goal return to the tunnel and turn right to follow a downward sloping passage. Dodge the family of jellyfish and you will discover the second Red Remote at the far end of the tunnel.

PASSWORD

MS7FMRHZ3V7PMRHZ!P

MISSION 3: REACH THE TOP OF THE TITANIC

Cruise around the pool and pick up all the available collectables, then swim through the goal 2 tunnel and continue to pick up as many collectables as possible. Once you have collected at least 30 Treasure Chests return to the main pool and swim up to the surface where you will find a large iceberg. Swim inside to begin your tour of the Titanic. Once Inside turn around and activate the large lever on the wall behind you, then grab the chests from around the room. Now switch the

lever in the right hand corner to open the door to the next compartment. Swim through the door then turn left and activate another lever, now grab the Green Health Fly from the corner and then flick the switch on the far side of the room.

Proceed into the next compartment and again activate the switch to your left to close the door behind you. Now grab the collectables and then switch the second lever to open the next watertight door. In the next section you must battle against the water current to reach the foot of the grand staircase.

Jump onto the water jet and keep jumping to raise the water spurt up to ceiling level. Now leap onto the ceiling and grab the hearts of the ocean, before dropping back down to the floor and climbing the staircase. Follow the staircase around to the far side of the hall picking up all the collectables along the way and leaping the gaps. Finally leap across the water stream and into the small door to reach the next area of the great ship. Swipe the checkpoint and then use you tail bounce to climb up the



pipes to the upturned pipe in the centre. Now carefully move forwards and jump into the pipe to be transported up to the next section of the ship.

Move to the left and tail bounce again to get onto a beam in the centre, grab the hearts and Reward Silver Remote, then tail bounce again to leap into the next area up the ship. Move to the left again and leap onto a white pipe and then leap from pipe to pipe up the last stretch of this tiring climb. Finally perform a tail bounce on the last pipe to leap up to the top of the ship and collect the final Red Remote.

PASSWORD

M36PHQ2X3N6PHQ2X!Y

TOP
SECRET

To reach the secret area, crawl under the sticky arch in Area 1, by the grey gates. At the top of the arch, ride the floating platform to the secret area.



INFO

SECRET AREA

Level 14: Gecques Cousteau

Missions: 3

Collectables 1st: Starfish, 2nd: Treasure Chests, 3rd: Hearts Of The Ocean

TOP TIP: In space, keep an eye open for air stations, remember no-one can hear you scream.

PAGE No.

71

BOSS LEVEL

AREA 6: CHANNEL Z

Boss 4: Channel Z

Required: 33 Red Remotes

Take the lift up to the top and jump onto the walkway. Grab the health fly from the right end before entering the green warp. It's now time for the final showdown with Rez, who boasts two attacks:

1. He fires up his boosters and charges towards you. Step aside and he'll miss and be stunned for a few seconds: quickly run toward him, jump up, and swipe him to knock him into the central energy field.

2. He locks his missiles onto you. In this case, keep jumping to avoid them, but also watch out for their explosions.

Once you've hit Rez three times, he enters the energy field and transforms into Mega Rez:

1. First, watch out for the right arm swiping from right to left: jump over it.

2. He'll then start firing lasers from his eyes. Keep running and karate jumping towards the green energy field which has appeared.

3. Mega Rez will then try to crush you with his fists: jump every time he does this. Jump onto the green energy field to lure him into hammering it - leap away as he does this. A giant television will then fall on Mega Rez's head.

4. Jump over the swiping left arm, then the right. Repeat the earlier process to make him hammer the green energy field.

5. He now swipes from the left, right, then left again, so jump over each one. Get him to hammer the green energy field one last time to destroy him.

Congratulations you have defeated the Final Boss!

1



1 Keep running away and jumping around in order to avoid Rez's homing missile attacks.

2



2 Once Rez grows he will use his special eye laser attack to try to prevent you from reaching the green energy field.

3



3 Trick Rez into punching the green energy field and a TV will fall onto his head from a great height.

4



4 Finally Rez explodes into hundreds of bits. Congratulations you have completed the game!

PASSWORD

JTKZ6YJFH2JQ6Q6VXZ

BONUS STAGES

Every time you collect three Silver Remotes, another bonus level will open up. They all involve collecting a certain number of items within a time limit to earn a Gold Remote.

AZTEC 2 STEP

Collect 50 green gems in 3:00 minutes. There are 25 in the first room and 25 in the second. Jump on the two switches to open the door to the second room. Jump left and hit the first switch to open a secret panel. When you find the first set of three switches, jump on the first right one. At the next set, hit the middle switch. When you reach the two switches, hit the right one to collect the final gems. An earthquake will open the floor in the middle: fall down there and jump over the platforms in the water to find the Gold Remote.

1



2



1 Tail bounce these switches and a door will open revealing some more precious gems.

2 Leap from platform to platform across this lake and you will find the Gold Remote on the far side.

PASSWORD

LN!F8TR>4V/88TNC>H

THURSDAY THE 12TH

Collect 50 skulls in 3:00 minutes. As well as the skulls, there are two life flies in this level. Grab the skulls, then enter the second door from the left to reach the second floor. Collect the skulls and enter the far right door. Get the skulls, then jump the gap and enter the right door. Jump quickly right from the chandelier for the skulls. Jump left via the chandelier and enter the far left door. Grab the skulls and run upstairs. Collect the skulls, then enter the second door from the right. Jump right via the chandelier, get the skulls, then enter the double doors. Jump right from the

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chandelier, right again to get the skulls, then left to enter the second door from the right. Jump onto the chandelier for the skulls, then right to enter the door for a life fly. Jump back left via the chandelier and enter the second door from the left. Quickly grab the two skulls and jump left from the chandelier, then left to another for more skulls, then right and enter the second door from the right. Jump into the second-from-right door for the second life fly.

Now jump left for more skulls, then left to the chandelier to enter the door to reach the top floor. Jump left from the chandelier for the skulls, then back right to the chandelier and ride it down. Jump left to the chandelier for the final skulls. Jump left to enter the far left door, then re-enter the door to return to the top floor. Jump over to enter the far left door. Head up the stairs and jump for the Gold Remote.

PASSWORD

LS!Y6TH94Z/P6TJB>!

IN DRAG NET

Collect 50 badges in 3:00 minutes. Collect the 15 badges on the ground, plus two on and above the right NY Sanitation skip – 33 more to get. Jump up the left fire escape by 'Robinson's All Male Revue' to collect nine more, then take the right rope slide for two badges. Collect the badges as you go down the fire escape to the floor – 18 to get. Head right and up the next fire escape for four more.

Then head right over the railway bridge (don't drop onto the track). Grab four badges from the fire escape, then jump to the next for four more – just six to go. Drop down to the floor and head back up the first fire escape. This time take the left rope slide for a badge, then collect the final ones as you descend the fire escape. Now head right and tail-bounce up to the railway, then enter the train for the Gold Remote.

PASSWORD

LX9F45>84L>8459K>H

THE SPY WHO LOVED HIMSELF

Collect 35 briefcases in 3:00 minutes. Grab the health fly, then smash the two computer for four cases. Head left and jump via the conveyors and red platforms to reach a walkway. Jump to

the red lift and ride it up, leaping onto the circular walkway to collect six more cases – 25 to go. Head right and onto the conveyor, then jump up to the next ledge. Repeat this process to reach the top conveyor. Jump to the red lift and ride it up, then leap left to the platform. Jump to the blue sticky wall and crawl up and round it, avoiding the blue energy beams. Collect the 15 cases – 10 to go – then crawl into the passage for four more. Jump to either left or right



conveyor to grab five more cases. Jump to the bridge at the end and cross it to the other conveyor for the last case. Jump back to the bridge, then over the red platforms. Flick the switch to open the door and proceed through a series of doors. Head right and bounce up on the sofa to find a switch behind a screen. Flick it in order to start the spinning disco lights. Jump across them to get the Gold Remote.

PASSWORD

L/>YWSH54G9PWSHG>F

LIZARD IN A CHINA SHOP

Collect 31 takeaway cartons in 3:00 minutes. To enter this level, crawl up the sticky column in Area 2. Then run quickly round to the right and jump via the boat over the water in order to collect the first three cartons.

Use the yin yang springboard to jump left onto the arch for more – 25 to go. Drop down to the left again and jump to the boat. Ride it through the tunnel, then jump ashore by the arches. Use the springboard to jump onto the first one, then over the spinning plate to the next. Jump via two more plates to the roof for more cartons – 14 to go.

Ride down the rope slide for two more, then jump to the floating platform for another pair – 10 to go. Jump onto the boat and ride it down the slope. Jump over the two floating platforms, then onto the green ledge for more cartons – just 3 to go. Take the rope

slide down and jump over the two plates to grab the final cartons. Use the springboard to jump to the other side for the Gold Remote.

PASSWORD

LX9F45>84L>84S>4/W

BUGGED OUT

Collect 70 radiation symbols in 2:00 minutes. Every time you swipe the central cog, three bugs will scurry forth – swiping each nets you three symbols, but they quickly run up to the exits at the top.

After swiping the cog, head just to the left or right and you'll catch at least one bug every time; sometimes more you'll catch more. Keep repeating this process and you should easily get all 70 symbols in time, then jump onto the cog for the Gold Remote.

PASSWORD

L/>YW5H54G9PWSH9/8

CHIPS AND DIPS

Collect 50 batteries in 3:00 minutes. There are more batteries than you need, so don't worry if you miss one. Run through the charge and hit either green springboard to jump to the next ledge. Jump up the steps, grabbing the batteries and more at the top.

Recharge and hit the next springboard to jump to the right ledge for more batteries and another charger. Proceed to the ring of batteries and grab them before running toward the 'Free Clinic' sign to hit the springboards and launch up to the yellow sticky wall.

Crawl round it, collecting the spiral trail of batteries. Then drop off by the 'Mouse Driver Wanted' sign for more batteries. Jump to the left ledge for yet more, then proceed to the charger and run to either springboard to bounce up to the high ledge. Head left and up the steps for more batteries. Head left to the 'Don't Ask' sign and drop to the ledge below for more batteries.

Jump right to the springboard pyramid and drop down, collecting the batteries en route to the floor. Now charge up and bounce up the springboard pyramid to collect the last few batteries.

At the top, head along the passage (left past the 'Code Warehouse' sign), then step into the charger and hit a springboard. Bounce up to the first of a series of springboards – each just to the left of the last. Ride the green lift to the top, then run for the charger and pull backwards as you spring up to land on the ledge with the Gold Remote.

PASSWORD

MD7FTR>43588TR>4!K



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: GT Interactive
DEVELOPER: Crystal Dynamics

GAME TYPE:
ORIGIN:

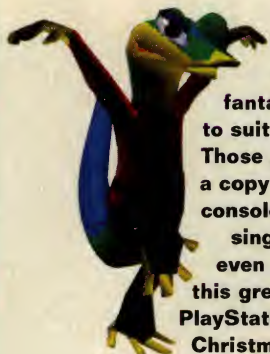
Platform
USA

RELEASED:
PRICE:

Out Now!
£44.99

WIN

FIVE COPIES OF GEX 64 AND AN N64 UP FOR GRABS



Christmas is nearly here and N64 owners will be having a ball with the wealth of new games hitting the shops. Gex 64 - Enter the Gecko is a fantastic 3-D platformer with many challenging levels to suit everybody. Those gurus at GT Interactive are offering as first prize a copy of Gex 64, complete with a sparkling new N64 console to play it on, plus four runners-up prizes of single copies of Gex 64. Which means that you don't even need to be an N64 owner to take advantage of this great opportunity! Time to throw away your PlayStation and play only the very best games this Christmas with the Nintendo boys!



**FIVE
COPIES
TO BE
WON**

TO BE IN THE RUNNING FOR THIS GRAND SCALE COMPETITION, YOU NEED TO CORRECTLY ANSWER THE FOLLOWING THREE QUESTIONS:

1: WHAT KIND OF CREATURE IS GEX?

- A: GECKO
- B: RED BELLIED TOAD
- C: BLUE TONGUED SKINK

2: ONE OF THE GAME AREAS IS BASED ON A SCI-FI FILM, WHICH ONE?

- A: STARGATE
- B: STARSHIP TROOPERS
- C: STAR WARS

3: OF THE FOLLOWING, WHO IS THE BEST MARTIAL ARTIST?

- A: JACKIE CHAN
- B: ERIC CANTONA
- C: BRUCE LEE

**STICK YOUR ANSWERS ON A POSTCARD AND SEND IT TO:
GIMME GEX THIS XMAS**

64 SOLUTIONS
Paragon House
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ISSUE EIGHT



76

BODY HARVEST

It's full of driving, shooting and aliens! All the element that make for a great game.

ABOUT BODY HARVEST:

64 SAYS

IN ISSUE 20
64 MAGAZINE
SAID:

"FANTASTIC
LOOKING BUGS
AND EFFECTS
MAKE FOR A
VERY BIG, VERY
TOUGH, BUT
SLIGHTLY FLAWED
CHALLENGE!"



64 MAGAZINE ISSUE
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THE FIRST AND BEST
NINTENDO 64 MAG!

CHEATS

WEAPONS POWER-UP:

Enter ICHEAT as your name. Then,
press Down, Up, Up, Z, Z, Left,
Right during game play.

SURREAL GRAPHICS:

Enter ICHEAT as your name. Then,
press Down, Up, Right, Right, Right,
A, Left during game play.

PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Gremlin
DMA DesignGAME TYPE:
ORIGIN:Adventure
UKRELEASED:
PRICE:Out Now!
£49.99

ARVEST

Don your special C90 armour and set out on your mission to rid the world of aliens. If you are facing trouble look no further as we take you through the first part of our epic solution.

LEVEL 1 GREECE STAGE 1

Leave Alpha Command and wander down the track, head to the right and jump into Nico's Supply truck. Drive the vehicle into the village and destroy the aliens that beam into the area, then park the truck and enter the building to the right. Speak to the worried man inside and he will tell you where to find the Lever to lower the drawbridge outside. Pull the lever and then leave the building and drive your truck across the bridge.

On the far side of the bridge you will have to fight your way through some more alien creatures before you arrive at Trumptonas Town. The Fire Station is the most notable building here, but you won't be able to get yourself a fire engine just yet. Continue to follow the main track through the village blasting any the aliens in the area, and eventually you will find a large boulder blocking a mountain road. Ignore this rock for a minute and continue

along the track until you discover a cave in the side of a mountain. Jump out of your truck and enter the cave to find some Dynamite in a chest and a Lever to open a secret room to your right. Enter the secret room and light the candles on the table so that you can see, then search the barrels to collect some Fuel and Health.



1 Blast the four pillars around the shield generator, then pummel the red centre till it explodes.



2 Alpha Command will appear and offer you the use of the Alpha Tank to help in this battle.



CONTROLS

Use these buttons to control Adam as he makes his way through the alien infested landscape.

A BUTTON: Action Button/Accelerate

B BUTTON: Reverse

▲ C BUTTON: Zoom In/Out

▼ C BUTTON: Enter/Exit vehicles and Centre Camera

◀ C BUTTON: Move Camera Left

▶ C BUTTON: Move Camera Right

ANALOGUE PAD: Move Adam

Z BUTTON: Fire Weapons

LEFT BUTTON: Answer Incoming Messages

RIGHT BUTTON: Gun Slight

D PAD: Change Weapons

TOP TIP: By searching inside the houses you will find extra Health and Fuel packets.

PAGE No.

77

ADAM

Adam is the hero in this game and must battle his way across the four huge levels, saving all the population from the deadly green bugs. Adam wears special armour to protect him from all projectile weapons and chemical or nerve reagents, and carries a 12mm semi-automatic pistol which generates its own ammunition. Adam is able to open and close doors, speak with human inhabitants and turn lights and candles on or off. Alpha command will keep in contact with you throughout your mission, and will often display messages to inform you of nearby aliens or tell you where to head next.

ANTI-ALIEN HEROICS

Hooray for Adam, here are a few of the most important items in this section of the game.

1



2



3



1 Grab the Howitzer and then blast the rocks and reduce the gradient of the tough climb.

2 Use the Sun Shield to light the torch in the Statue's hand and you will then be able to enter the door.

3 Inside the cave at the top of the mountain you will be able to find the lost Sun Shield.



Finally open the chest and pick up the Machine Gun, then leave the cave and return to the blocked mountain path.

Park your vehicle a good distance away from the boulder, then use the Dynamite to blast the rock out of your way. Follow the twisty track through the mountains and you'll arrive at another cave protected by a number of aliens. Blast the aliens and then enter the cave to find a Weapon Crystal, Health and Machine Gun Ammo inside the chests at the back of the cave. Now locate the house with the flagpole on the top and enter for a key to the hangar.

Continue to roam around the mountains until you find Pollstura Suburbs, then help the villagers to kill the first wave of alien attacks. The village has been badly damaged in the fight and there are several buildings on fire, so quickly grab the motorbike and leap over the river to return to Trumptonas Town. Quickly grab a fire engine and make your way back to Pollstura Suburbs via the track to put out all the fires.

Once you have saved the village from destruction, head back across the bridge to collect the tank from inside the Hanger, then check the map to find the location of the Processor. Use the tank to destroy the Processor and Daisy will send you a beacon to allow you to save your progress and open the gates to the next stage.

GREECE – STAGE 2

Head down the track and cross the bridge, then take a while to explore the monastery on the left. After reading about the local area in the library, head





PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER: Gremlin
DMA Design

GAME TYPE:
ORIGIN: Adventure
UK

RELEASED:
PRICE:

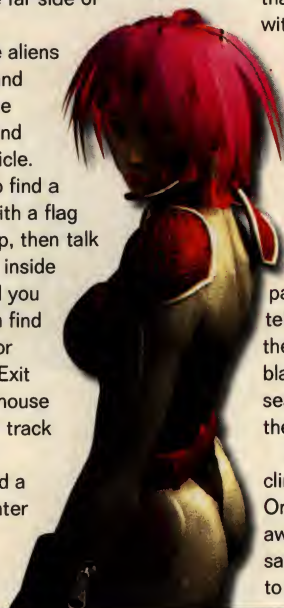
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£49.99



back to your tank and continue along the track to a small village. Destroy the invading aliens in the village and then continue along the road until you discover the Talosous Statues.

In order to open the door in the base of the statue you must first light the torch in the statue's hand, and to do this you must first find the Sun Shield. Locate the large mountain and battle your way past all the aliens blocking your path, then enter the cave at the very top. Inside this dark gloomy cave you'll find the Sun Shield resting next to a piece of armour by the far wall. Return to the Talosous statue and use the Sun Shield to ignite the torch in his hand, then enter the door and walk through the passages to emerge on the far side of the river.

Spatter the aliens near the exit and then search the local area to find yourself a vehicle. Take a drive to find a small house with a flag pole on the top, then talk to the Gunner inside and he will tell you where you can find some Shells for the Howitzer. Exit the Gunner's house and follow the track to find a boat trapped behind a Watergate. Enter the building next to the gate and



1 Find a boat south of the operator's house and then sail through the Watergate to reach the Processor.

2 Before you can pinch the Cog from the windmill you must stop the sails moving. Hmmm how do I do that?

Speak with the operator inside to learn that the gate is unable to be opened without a new cog.

Get back into the Howitzer and locate the path leading to the local windmill and blast the rocks to reduce the gradient of the climb. Now tackle the slope and blast the windmill's sails to stop the mill spinning, then walk inside to grab the Cog and some Extra Fuel for the journey. Return to the Watergate and pass the operator the Cog and he will tell you to go south and find a boat, then drive through the Watergate and blast the aliens swimming around in the sea. Now turn to the right and sail up the estuary to find Processor Island.

Leave your boat by the shore and climb the hill to destroy the processor. Once the processor has been blown away Daisy will send you a beacon to save your game and will open the gates to the next area.

FLYING LESSONS

Get set Biggles, you are about to learn how to fly. Once the pilot has been rescued he will take you for a spin in his special plane and show you how to fly. Accelerate to the end of the runway, and then hold Down on the control stick to rise into the air. Keep within the confines of the airfield, and then use your machine gun to burst the six balloons around the field. Once all the balloons have been burst you can then gently lower the plane down to land. Take care not to angle the nose of the plane too steeply or you will find yourself nose diving into the tarmac.



Fly around the airfield using your guns to destroy the six target balloons.



Once all the balloons have been destroyed, gently angle your plane in to land.

TOP TIP: A red arrow will locate Aliens as they beam down onto the landscape.

PAGE No.

79

DAISY

Daisy runs the show from her nice safe position in Alpha Command. She will open an intercom to speak with you as you progress through the levels and will keep you informed on alien attack waves and other important issues. To open the intercom press the L button and your most recent message will be repeated for you. At the end of each stage, Daisy will send out a status beacon which will give you the opportunity to save your progress. Wait until the beacon arrives, then leave your vehicle and touch the beacon to open the save and warp options.

GREECE – STAGE 3

Jump back onto your boat and sail south to find the entrance to stage three, then step through the gate straight into a battle with a few large aliens. Fight your way along the track killing all the invaders that appear and then enter a small cave near the Pointer Statues. Speak to the archaeologist inside and he will explain about his problems and give you the Crank from inside the nearby chest. Leave the cave and head back to the three statues, then look for the small door in the base of the statue on the left. Inside the statue locate the two moveable blocks and use the Crank to raise the statues' arms, once all three are aligned a temple will rise from the bottom of the sea.

Run down the track to look at the temple and then return to the statues to fight a wave of aliens that have beamed in. Now jump back into your vehicle and drive to the other side of the island and enter the boat house to grab some Health, Fuel and some Special Weapon Ammo. Now speak to the harbour master and he will give you a lifeboat and tell you how to reach the temple. Sail the boat north, blasting all the alien fish and then turn to the left and drop the anchor on the shores of the temple. Inside the temple, light the torches on the wall and then pull the Lever to the right to open a secret door. Walk down into the dark room to find three chests containing Special Weapon Ammo. Enter the room to the left and grab some Health, then pull the two torch Levers to open a secret passage opposite. Enter the passage and open the chest to find a

Hieroglyph Map Piece or Rune Stone. Leave the temple and sail the lifeboat back to the dock and then return to the cave where you got the Crank. Place the Rune Stone into the wall on the left and a door will open to a dark hallway. Wander down the hall and climb the stairs to the right, then exit the cave on the other side of the river.

Defeat the welcoming party that the aliens have sent, then look to the right to find yourself a vehicle. Follow the path to the north then cross the bridge and turn left to collect an Alien Artefact from inside the church. Head up into the

YOU'RE WELL TANKED UP

There are a wide range of vehicles available for you to use including several different tanks.



1 In the monastery you will find several books telling you important information about the local area.

2 Use the tanks powerful weapons to blast the processor to pieces, then you can save your game.

3 Return to the hanger that has the Key and you can steal yourself this fantastic Tank.

mountains to discover a small village under alien attack. Save the villagers and then follow the road to Winthrop Airfield, where you will find Black Adam destroying the planes. Unfortunately he will warp out of the area before you can blow him away, so search the airfield to find a pilot that has been tied up inside the hanger. Release the pilot from his bonds and he will teach you how to fly, Get ready for take off!

Fly the plane around the airfield and shoot down the six balloons as target practice, then land on the airfield. There are plenty more planes available in the hanger if you crash and burn, so go for it. Now take off again and head for the airborne aliens attacking the bridge that you crossed earlier, and destroy them all before the bridge falls. Now head over to the nearby village and blast the alien





PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: Gremlin
DEVELOPER: DMA Design

GAME TYPE:
ORIGIN:

Adventure
UK

RELEASED:
PRICE:

Out Now!
£49.99

infestation that is crawling all over it. If you still have your plane intact, fly some more to find another secret airfield with some more powerful planes to use, if not you will need to return to Winthrop to grab another plane. With your new plane, fly over the top of the processor and blast all the aliens emerging from it. Once the processor has been completely destroyed Daisy will open the Final area of this level and send you a status beacon to allow you to save your game.

GREECE – ALIEN SHIELD GENERATOR

Leap quickly back into your plane and fly to the centre of the map to attack the Alien Shield Generator. Quickly destroy the waiting aliens and then circle the Shield generator, then blast the grey rocks on each side to get at the generator in the middle. Once the unit is destroyed, Alpha Command will come to your rescue and another battle will begin. Start the fight by backing away and firing at the boss constantly until you bump into the wall behind you. Now move forward and circle the boss continuously firing until he dies. Once the battle is won you will enter a time warp to arrive at your next set of missions.

NEXT VOLUME
Follow Adam on our epic time-travelling solution.

BUGS

The bugs that are destroying this world are all controlled by the alien processor which you will find at the end of each stage. There are many different types of aliens that you will encounter and each has it's own separate purpose. All bugs must be destroyed to save this world from destruction, so get blasting.

1



These flying enemies cruise the skies looking for villages, then inform the rest of the aliens where to find them

2



The Harvester sends out green blobs of jelly to capture human prisoners, shoot this monster before he eats them all.



81

TOP TIP: Rescue as many humans as possible to avoid the arrival of Alien Mutants.

PAGE No.

81

1080° SNOW

Fasten your goggles and strap yourself to your board, then follow us to the slopes of 1080° Snowboarding. We present a full guide to all the courses and help with performing those wicked stunts.



1 Thin bridges can be difficult to judge, especially if you are moving fast.



4 In Contest mode you must hit the red and blue flags.

CRYSTAL LAKE

This is a nice easy track with a few good jumps and a couple of tricky corners. Keep Z held down to gain maximum speed, then release it slightly to enable you to turn through the tighter bends.

If you are racing in Time Attack or Match Race then avoid the jumps and just go flat out to go to the finish first. When playing this





PLAYERS
1-2



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

Sports Sim
Japan

RELEASED:
PRICE:

Out Now!
£49.99

SNOWBOARDING



CONTROLS

Use these controls to weave your way down the slippery slopes.

A BUTTON: Jump

B BUTTON: Trick

▲ C BUTTON: Change view

▼ C BUTTON: Look behind

ANALOGUE PAD:
Control Board

Z BUTTON: Tuck

RIGHT BUTTON: Rotation

course on Trick or Contest mode, use the first jumps to rack up some decent points then blast your way to the bottom of the course. Also try to finish with a wild jump over the final ramp, the crowd will go wild.

CRYSTAL PEAK

This is another easy course but the track is slightly thinner and more bumpy. Your vision is also impaired by the snow storm in the area, so keep it steady and look out for the bumps.

In Time attack and Match Race modes avoid the early jumps then keep to the left to travel up a large ramp. Hop across to the snow on the right and then weave your way through the turns to the next junction. Head right for an easier path then hold down Z and fly down the final section to the finish line. In trick attack mode, start by performing some wild stunts on the large ramps, and then try to maintain as much speed as possible until you cross the finish line.

You have a wide choice of snowboards, the Tahoe 151 is the best of the bunch.

GOLDEN FOREST:

This course is much more advanced and has lots of tricky obstacles to overcome. The course is thinner again and has many rock walls to crash into. In time attack and Match Race modes avoid the

jumps and go for speed to get you to the bottom first. At the first fork head to the right then skate along the ridge of ice leaping over the large log that is blocking your path. Now continue through the forest and turn left at the



64 SAYS

IN ISSUE 17
64 MAGAZINE
SAID:
"TOP
SNOWBOARDING
ACTION THAT
LOSES NOTHING
IN THE PAL
CONVERSION.
IT'S PROBABLY
THE MOST
REALISTIC
SPORTS GAME
EVER MADE."



64 MAGAZINE ISSUE
17 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
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THE FIRST AND BEST
NINTENDO 64 MAG!

TOP TIP: Tap the Z button when travelling over bumps to avoid nasty tumbles.

PAGE No

83

BOARDERS

**KENSUKE KIMACHI**

Kensuke Kimachi is a good all around rider, making him the obvious choice for beginners to use.

**DION BLASTER**

Dion Blaster is the fastest of the normal riders but has fairly poor control and jumping capabilities.

**ROB HAYWOOD**

Rob Haywood is only slightly slower than Dion, but is much easier to control. A good choice when speed is vitally important.

**RICKY WINTERBORN**

Ricky Winterborn is a poor downhill boarder, but has superb jumping and control capabilities. Always use Ricky as first choice for halfpipe and trick events.

**AKARI HAYAMI**

Akari Hayami is a well balanced boarder, but is painfully slow. She is probably the worst of the boarders available to you, and will definitely not be your first choice. Akari however, can be very useful for beginners to learn how to control the snowboard on the easy courses.

next fork. Stay to the middle of the track to avoid hitting your head, then leap over the fallen tree and continue through the turns to another ice run. Now hold the Z button down and head for home. In Trick mode follow the same course, but try to perform

as many tricks as possible on the large log jumps.

MOUNTAIN VILLAGE:

The first part of this course is extremely difficult as the snow is thick and it's tough to see where you are going. Once



You can get some serious air when practicing on the Halfpipe course.



PLAYERS
1-2



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

Sports Sim
Japan

RELEASED:
PRICE:

Out Now!
£49.99

GAME OPTIONS

GAME MODES

There are many different game modes in which to test your snowboarding skills.

MATCH RACE

Race against the computer to see who will cross the finish line first. There are six courses to test your nerve and three skill modes to suit boarders of all abilities.



In training mode you must try to perform all 24 tricks in order to access a secret snowboard.

CONTEST

This is a giant slalom race to the finish line. You will receive points and time bonuses for passing the slalom gates correctly, and also earn extra points for tricks that you pull off along the way.

2P VS:

Race against a friend to see who is the king of the mountains.



In Versus mode you can take to the slopes with a friend and then beat them to the finish.

TRAINING

Training mode offers you the opportunity to brush up your tricks. The course to the left is a huge halfpipe, and to the right are a series of jump ramps.



TIME ATTACK

Race the courses on your own and try to get the fastest time. This option is a great way to practice for Match Race mode.

TRICK ATTACK

Race the course to the bottom performing as many tricks as possible to mount up a high score. You will score extra points for pulling off combinations of tricks and also a time bonus once you cross the finish line.



CHEATS

DRAGON FOREST COURSE

Select Match Race and finish all courses in Hard mode to open this secret track.

DEADLY FALLS COURSE

Select Match Race and finish all courses in Expert mode to open this secret track.

PENGUIN SNOWBOARD

Perform all 24 tricks in Training mode, then highlight the Tahoe 151 board on the snowboard select screen, hold C-Down and press A.

TRANSPARENT BOARDER

After completing Expert mode, select Akari Hayami on the boarder select screen, hold C-Left and press A.

GOLD BOARDER

Enable the transparent boarder cheat and finish Expert mode, then select Kensuke Kimachi on the boarder select screen, hold C-Up and press A.

PANDA BOARDER

Come first in Time Attack and Trick Attack modes, then select Rob Hatwood on the boarder select screen, hold C-Right and press A.

the snow stops, the course becomes easier and is very fast. Dodge the rocks at the top of the course, then keep to the left side of the track until you enter the ice tunnel.

Again stick to the left and keep your finger on Z to get as much speed as possible. Exit the tunnel and leap the two logs, then slide over the road. Avoid the two large jumps in the centre of the track and then skip to the right of the black and yellow jump and follow the track down to the finish line.

DRAGON CAVE:

This night course is extremely challenging and also very fast. There are two suspension bridges for you to cross on your way down, so make sure you line yourself up really early.

As soon as you find yourself in the narrow rocks hold down on the analogue stick to slow yourself down and avoid knocking yourself out on the rocks.

When jumping over the top of hills and bumps, keep tapping the Z button to make sure that you don't crash as you land.

DEADLY FALL:

This is a fantastic course with no set routes but plenty of obstacles and bumps. Try to keep going in a straight line, then head up the huge snow ramp to the very top and leap across to the far side.

Now dash through a small passage to the right and keep to the snow on the left, to avoid the treacherous ice run. At the bottom of the next drop you will find three paths in front of you. Head straight down the middle and turn left around the tall rocks to arrive at the finish line.



TOP TIP: Tap the Z button when travelling over bumps to avoid nasty tumbles.

PAGE No.

85

HOLY MAGIC CENT

86

ABOUT HOLY MAGIC CENTURY: Help the fearless Ayron as he embarks on a quest to find his father in his home of Celtland.



64 SAYS

IN ISSUE 21
64 MAGAZINE
SAID:

"THE NAME
CHANGE FROM
'QUEST' TO HOLY
MAGIC CENTURY
HASN'T MADE A
DIFFERENCE TO
THE GAMEPLAY,
UNFORTUNATELY"



64 MAGAZINE ISSUE
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THE FIRST AND BEST
NINTENDO 64 MAG!

Holy Magic Century is the first RPG to arrive on N64, and it's sure to leave a few of you stranded in a far away land. Fear not brave warrior, this guide will lead you safely to the other side.

LEVEL
1

MELRODE

The adventure begins in the Monastery and the Grand Abbott explains about your quest to find your father and recover the Eletele Book. Leave the Abbott and head down the stairs to the library, where Gelis will tell you a little about Hidden Spirits that increase your magic. Head to the ground floor and search the courtyard and cellar to find three dewdrops inside treasure chests. Before leaving the monastery you must visit the kitchen to grab some Bread and Honey-bread to give you energy on your dangerous journey.

Once outside, take the path to the left and search the stables to find a Hidden Spirit, these are very important and will enhance your magical abilities. Now wander into the nearby village and gather all the information you can, stopping to collect some White Wings and saving your game by staying at the inn. Take a journey south along the path and turn right at the fork in the road to arrive at Dondoran. Locate the inn and stay the night to regain full strength, then walk around town gathering information. It appears that there is a



robber and from Dondoran Castle. Enter the Castle and visit the King and he will tell you that the Earth Orb has been stolen and the robber is hiding in Connor Forest. Quickly search the King's bedchamber to find two loaves of bread and a dewdrop, then visit the princess upstairs, you may get lucky!



PLAYERS
One



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Konami
Imagineer

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out Now
£49.99

TURY

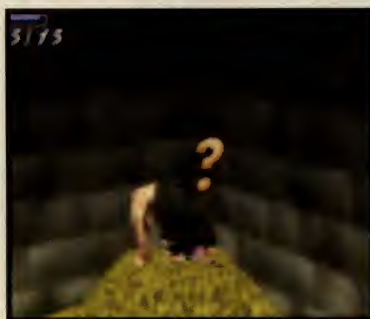


Leave the Castle and travel to Connor Forest, then turn left at the junction and follow the path to a hut. Enter the hut to grab some Giants Shoes and locate a Hidden Spirit, then continue down the path to find a set of large metal doors. Enter Solvering's hideout and prepare to do battle with the boss.

Once the robber is dead, follow the path back to the kings Castle to inform him of the good news and to return the stolen Orb. The king will give you the Earth Orb as a gift and then tells you to enter the hidden door at the rear of the throne room to grab some more valuable items. Inside the hidden room you will find a healing potion, heroes drink and a replica, as well as another Hidden Spirit to boost your magic. Now leave the Castle and return to Connor Forest only this time follow the path to the right to arrive at a large set of gates. Pass through the gates and then walk to the left to find a Hidden Spirit, then return to the path and fight your way south to find a ship. Before boarding the vessel, book yourself into

TIPS & TACTICS

Look out for hidden spirits as they are extremely important to your magical abilities and you want to collect as many as possible. Look everywhere as they are hidden in the strangest of places, but you can also find them after winning key battles and occasionally from random monster encounters.



When you are standing near a hidden spirit a question mark will appear above your head and you can increase one of your magic.



CONTROLS

Use these controls to help Ayron to battle through this mammoth adventure.

- A BUTTON:** Action
- B BUTTON:** Rotate View
- ▲ C BUTTON:** Fire Spells
- ▼ C BUTTON:** Water Spells
- ◀ C BUTTON:** Earth Spells
- ▶ C BUTTON:** Wind Spells
- ANALOGUE PAD:** Move Ayron
- Z BUTTON:** Cast Spells/Attack
- LEFT BUTTON:** Change View
- RIGHT BUTTON:** Inventory

TOP TIP: Search everywhere and talk to everybody you meet, this way you will not miss anything!

PAGE No.

87

SHIP AHOY!

Make your way south to find a boat to carry you across the water to West Carmagh.

1

1 Stop whenever you see a House symbol and stay for the night to regain full Hit Points and Magic Points.

1

2 Keep heading south and eventually you'll arrive at the port, where you can get on a boat to cross the ocean.

1

3 Just like being on the Titanic. Yeah it feels like I'm flying. YUK!

the hotel by the lake and rest your weary bones. Once aboard, step into the cabin and then exit to find yourself on the far shore at West Carmagh.



LEVEL BOSS

SOLVERING

Solvering is a huge tribal man and has considerable firepower. He has two main attacks: a jumping floor smash when you are close and a fire blast when you are further away. The best tactics to employ are to keep as far away from Solvering as possible and keep using your Wind Cutter spell to cause as much damage as possible. Now as Solvering fires his blast run to the left or right of your personal area and you may be able to minimise the amount of damage you take. Once you defeat the robber you will be rewarded with the stolen Earth Orb, and can pilfer the chests to find some Honey-Bread and Mint Leaves.

1



2



1 Solvering is a big burly character with some very powerful attacking moves. Watch out!

2 When Solvering attacks he punches the ground to cause these rock eruptions.

LEVEL 2

WEST CARMAGH



Climb the stairs beside the dock and then enter the house at the top to rest for the night. In the morning cross the bridge and follow the track to another small bridge, then climb the hill to the right to discover a Hidden Spirit. Now head back to the path and travel along it until you come to a fork in the road, again climb the small hill to your right find another Hidden Spirit.

At the fork, take the track to the left and cross the bridge to the other side. Wander south until you arrive at a cliff edge and then turn to the east and find Jeff and Lloyd's Cabin. They will tell you that the bridge is closed and that the only way for you to get to Normoon is through the Cull Hazard Cave. Return to the fork in the road and follow



The Route is marked, so simply follow the pillars with arrows to reach your goal.

the path to the right until you see a waterfall on your left. Make your way to the cliff edge and then follow the river to find a small wooden bridge. Wander along the cross-country trail on the far side of the river until you arrive at another bridge, then enter the Cull Hazard Cottage to rest overnight.

Leave the cottage and search the area to the left to find a Hidden Spirit, then cross the bridge and make your way south to Cull Hazard. Follow the cliff edge, battling a few fearsome enemies until you reach a sandy basin. Follow the ledge to the left until you find a Hidden Spirit and a treasure chest containing a Healing potion.

1



1 These large flying Wyverns can be extremely dangerous, it is advisable not to fight them just yet.



PLAYERS
One



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Konami
Imagineer

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out Now
£49.99



Speak to Leila beside the well and she will lower the water to allow you to reach the Blue Cave Entrance.



Now take the mountain path to the left down to the shores of a small lake, and walk around the lake collecting a few more items.

Continue around the lake to the right and then follow another long

mountain path to another small lake. Wander around the smaller lake to the left and then walk down the creepy tunnel and grab a silent flute from the treasure chest at the end.

Follow the thin ledge another cave and then battle your way through to fresh air on the far side. Walk into the village of Normoon and get yourself some rest in the local inn before searching the village for gossip and essential items.

Once you have searched the cornfields thoroughly and have found the three Hidden Spirits make your way northeast to the Windward Forest. Walk along the right hand side of the track to find another Hidden Spirit, and then continue along the path until you discover a huge pit in the middle of the ground.

Enter the nearby hut in order to find another Hidden Spirit, then search the small room at the back of the hut to grab some Honey-Bread. Before leaving this area check behind the house to find a Healing potion and another Hidden Spirit. Now continue along the path and get yourself ready for a meeting with Zelse.



2 Search all the fields for Hidden Spirits, there are always a couple of them lying around in the hay.



LEVEL BOSS

ZELSE

A white-haired man who has control of the powerful Wind Jade, waits in the middle of Windward Forest. He has about 600 Hit points and has two powerful attacks, an armful of dangerous boomerangs and a powerful bomb blast. The easiest way to defeat Zelse is to get in close and pummel him repeatedly with your staff, but you will need plenty of Healing Potions and Honey-Bread. Once you have defeated this monster you will be rewarded with the Wind Jade.

1



2



1 Get in close to this monster and pummel him with your staff until he gives up the Wind Jade.

2 Zelse is a fearsome boss with a lethal boomerang attack, which he launches if you are at a distance.



TOP TIP: When you are killed in battle you will be returned to your last save point, so save the game regularly.

PAGE No.

89



90

Continue along the path through the Windward Forest, and cross the bridge that was previously closed. Head back up to the fork in the road and turn left to reach Larapool. Search the town to gather more information and some blue wings, then stop for the night at the local inn. Pay a visit to Leila upstairs and she will unlock the door downstairs to allow you to get to the crystal well. Speak with Leila again at this point and she will lower the water briefly to allow passage to The Blue Cave. Exit the well and dash down the slope to collect a Hidden Spirit at the bottom, then follow the path around to the Cave entrance.

Inside the Cave approach the altar, then walk down the slope to the bottom and follow the path to the left. Fight your way up the hill and bump into a Hidden Spirit at the end of the passage. Now return to the Cave entrance and follow the arrows on the frozen pillars to a hill, then following the path to the left to grab a Heroes drink from inside a treasure chest. Continue to follow the arrows until you reach the exit to the cave, then cross the rocky ledge to find another cave.

Battle through the twists and turns of this lengthy tunnel and eventually you'll arrive at a fork in the path. Follow the left path to find a Healing Potion and a Dew Drop, then return to the fork and continue to follow the arrows to the gorge. Pass through the next long tunnel to arrive at a three way junction, then take the path on the left to find a Hidden Spirit. Return to the crossroads and follow the path to the right this time, keep to the right hand path to find your way back into the fresh country air.

Visit Epana in the small castle at the bottom of the hill and she will explain the importance of the stolen Eletele Book, then speak with Chappy to get your head down for a few hours. Open the door to the right of the room and stand on the stone circle in the centre and you will be magically warped onto a Pirate's ship. Walk down into the ship's hold and collect a Hidden Spirit and a Dragon's Potion, then exit the cabin to find yourself docked at the Isle of Skye.

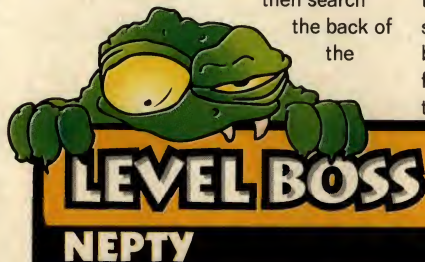


LEVEL 3

THE ISLE OF SKYE

Visit the house by the dockside to learn that the Water Jewel has been stolen, then search the back of the

house and the front gate to find a brace of Hidden Spirits. Now climb the steep path to the top of the hill and step into the column in the very centre. All of a sudden you will be warped to the bottom of the ocean a short journey from a battle with Nepty who possesses the power of the Water Jewel.



Nepty is a mean woman and has about 900 Hit points making her a very tough opponent to beat. Her attacks are powerful and will cause quite a bit of damage, so you will need to heal yourself several times during this battle. Fire spells are quite effective when fairly close, or if you are feeling courageous move in close and attack with your staff. When you beat this slippery eel you will be rewarded with the Water Jewel.

Head back along the underwater path and step into the circle of stones to return to the top of the hill, then take the Water Jewel to the house to show Calleen. Enter the room at the back of the house and grab a Hidden Spirit before stepping onto the symbol in the centre of the room to warp back to Epona's Castle. Now leave the castle and head over to the circle of blue stones to warp back to Larapool. Save your game and rest at the local inn and then set off back to West Carmagh to catch a boat across the water to East Limelin.



Leave Epana's castle and step into this circle of blue stones to be warped back to Larapool.



Nepty is a deadly enemy and can be found waiting in a mysterious world beneath the sea.



Once your magic levels reach a certain point you can heal yourself after battles, very nice!



PLAYERS
One



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Konami
Imagineer

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out Now
£49.99

LEVEL 4

EAST LIMELIN



Jump off the boat and enter the house on the wharf to rest and save your game before setting off on the next part of your adventure. Follow the road heading east, keeping look out for more Hidden Spirits, until you get to

Limelin. Enter the town and check in to the inn to rest and save your game, then search everywhere to collect supplies and gather the local gossip. Enter the Castle and look behind the painting to collect two Hidden Spirits, then head up the stairs into a large well-decorated hall. Turn left and search the inside the far door to find some Honey-Bread, a Healing Potion and some Mint Leaves. Now take the stairs up to the next floor and enter the second door on the right to find a chat with Zing and also a well Hidden Spirit.

Travel up another flight of stairs and enter the central door to enter the throne and speak with Queen Deanna. Check the wall behind the throne to



reveal a hidden room and grab a Healing Potion, Celine's Bell and a Silver Amulet. Now leave the Castle and save your progress at the inn before setting off south to Catch Fargo.

Head past the sign to arrive at the mine and then check the path on the right to find a Hidden Spirit. Now continue down the hill and search the shack at the bottom to dig up two more Hidden Spirits. Grab another Hidden Spirit from behind the rubble opposite the shack and then enter the mine. To your right you will find two chests containing a Heroes drink and a Healing Potion that you will need for your coming

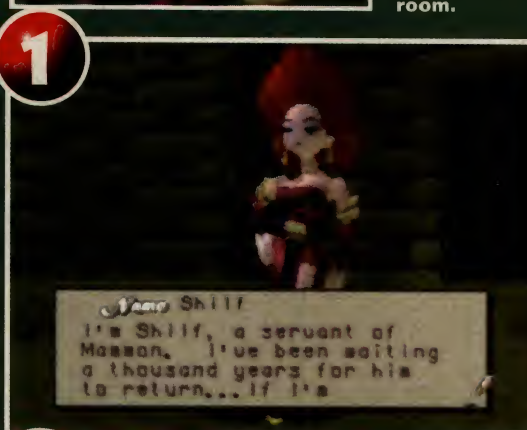


LEVEL BOSS

SHILF

This fiery redhead stands in the middle of a maze and has about 1100 Hit Points. She fires a stream of air missiles when you're at a distance, and fires short powerful shots from her finger if you get in close. The best way to beat Shilf is to get in close and bash her repeatedly with your staff whilst taking plenty of healing potions to cure yourself

when you reach critical levels. Once you have won this battle you can reach the tunnel exit and some goodies in the next room.



- 1 This redhead has a furious temper, and is rather annoyed with you, get stuck in and bash her.
- 2 There are some goodies around which you can collect after this tough battle.

TOP TIP: Exit battles when you are vastly outnumbered to save your Hit Points and make those long journeys a little simpler.

PAGE No.

91

ABOUT HOLY MAGIC CENTURY: Help the fearless Ayron as he embarks on a quest to find his father in his home of Celtland.

1



2



3



4



- 1 Enter the throne room and speak to Queen Deanna, then search the wall behind the throne to find a secret door.
- 2 Fancy that a roomfull of chests, now that's what I'd hoped to find in the Queens treasury.
- 3 This bridge seems to continue on forever, just keep going, the end is not far away.
- 4 You'll be glad to get out of these stuffy tunnels and back out into the fresh air.

battle. Walk along the tunnel and across the bridge, then turn to your left to cross another small bridge. Follow the tunnel to another bridge, and then scuttle along the ledge to find another set of bridges. On the far side follow another tunnel to an open area where you will find a Hidden Spirit and a chest containing a Healing Potion.

Take a stroll down the enormous wooden bridge and then take the path down to the bottom of the hill. Climb the banks on the far side and then enter the door at the top, where you will find a Hidden Spirit to the left. Follow the stone corridor to a doorway, then follow the hall down to a large room with pillars and raised platforms.



Head to the left to find a Replica inside a chest and then search around to find a Hidden Spirit. Now climb the stairs and follow the raised walkway around to the right to grab another Hidden Spirit. Once you have grabbed all the items head down into the thin dark passage and meet Shilf

Grab the Healing Potion and a Silver Amulet from the chests and then climb up the sloping tunnel to return to Dindon Dries.



TIPS & TACTICS

The beasts in this area are starting to get tougher, meaning it is not so easy to walk in and whack them with your staff. Chicken out if you are outnumbered, but you can use your most powerful spells from a distance to win battles.



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LEVEL
5

DINDON DRIES



LEVEL BOSS

FARGO

Fargo is a big man who wears a Santa suit and packs a real hot punch. He has around 1600 Hit Points and has two attacks to use against you. Fireballs are launched from long range and large explosions are used if you're in close. If you're low on Healing Potions keep as far away as possible and attack with your best spells, otherwise get in close and whack him with your staff. Once Fargo

is defeated you will be rewarded with the Fire Ruby and can now at last maybe you can exit these never-ending tunnels and then return to the light.



1



2



1 The man in the Santa Suit is Fargo, he wants your three precious jewels. Huh No Chance!

2 Fargo has a rather deadly fireball attack, try to avoid it if at all possible.



Walk to the tent in front of the exit and the lad inside will offer you a chance to rest and to save your game. Now find a Hidden Spirit in the vase in the corner of the tent and make your way south to find some Giant's Shoes inside Walt's house. Enter the desert to the south and look for a large arrow in the sky, which points the way to a monument. Climb the stairs to the top and then step into the centre of the platform to be warped to Shamwood. Before climbing the stairs to enter the desert castle, wander around the moat to the back where you will find a Hidden Spirit.

Inside the castle climb the stairs to find a roomful of treasure chests and Hidden Spirits, which of course you grab quickly. Climb the stairs to find yourself on a ledge around the Castle then wander around to collect a Hidden Spirit before climbing the next set of stairs. At the top of the stairs, head to the left to find another Hidden Spirit, then enter the door into the top of the castle. Speak to Lavaar and then grab the four Hidden Spirits and a Gold Amulet from inside the treasure chest. Now leave Shamwood and return across the desert to the small tent to rest a while and save your progress.

In the morning head off to the southwest, through the muddy passage towards Greenoch, then head straight ahead at the junction to find a Hidden Spirit. Return to the junction and turn right to arrive at the burnt out village of



Look in the sky to see an arrow, then follow the trail to find a monument and a warp.

Greenoch. Check the ruins on the outskirts of the village to grab a handy Replica, then rest for the night at the local inn. Speak to Shannon to grab some useful information about King Beigis, then travel the path to the west until you arrive at a fork. Take the road leading south to a large grey rock and then turn left and skip across the rocks to arrive at Boil Hole, grabbing a couple of extra Hidden Spirits along the way.

Enter Boil Hole and follow the path to a lava pit, then follow the ledge around the lava to enter the tunnel on the other side. Continue along the passage to another large lava pool and then continue around to the left to find a treasure chest containing a handy Dragon's Potion. Follow the tunnel on the left to the centre of the earth, and then continue down the hot rock passage to collect a Healing Potion from inside the chest. Keep going down the path until the road splits, then gather the items from the chests and follow the path opposite to meet with Fargo.

Search the caves to find a Hidden Spirit and a Dragon's Potion, then follow the path leading up to the fresh air of Baragoon Moor.



Travel through the warp to arrive at the desert city of Shamwood, inside Lavaar is waiting for you.



TIPS & TACTICS

Start collecting more water and earth spirits in order to gain the Avalanche spell and Healing Level 2. Once you have obtained these important spells you can start collecting the other spirits again.



PLAYERS
OneCART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Konami
ImagineerGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out Now
£49.99LEVEL
6

BARAGON MOOR



Stay for the night at Baragoon Moor House, and then search the upstairs to find a Hidden Spirit and two rooms full of goodies. Once you leave the building check around the back for another Hidden Spirit, then head down the hill to the town gates. Check the paths to the left and right where you can grab some more Hidden Spirits, then enter the town of Brannach.

Once inside check in to the local inn to save your game and then search the town gathering information. Head through the gates at the top of the path head around to the back of the castle to find a Hidden Spirit and an open door! Enter the castle and clamber down the stairs and then walk through the door onto the balcony. Wander around the balcony and then climb the stairs on the far side to find a treasure chest and a door on the left. Grab the Dragon's Potion from the chest then enter the

room to find a Hidden Spirit.



This castle hides the cruelest ruler of them all King Beigis

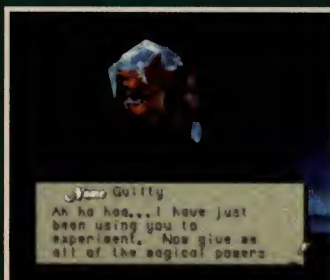
Now follow the corridor to the top and skip across the balcony to find another long corridor. Keep moving up to the top of the staircase and enter the room at the top to find Guilty waiting for you.

Once you have defeated Guilty head through the door to the south and follow the corridor to the top. Enter the door and search the room to find a Healing Potion and a Heroes Drink, then exit through the door on the far side. Climb the next set of stairs to the top, and then enter a small door on the left to



GUILTY

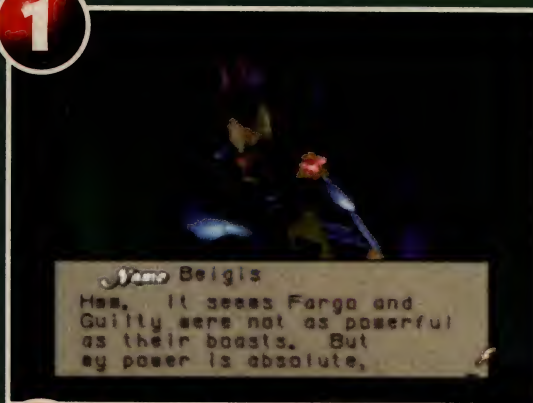
Guilty is a huge ugly ogrish man with about 1900 Hit Points. This is a really tough battle and can only be won by using a lot of running and healing or a lot of healing Potions and Spirit Lights. Your spells only do limited damage on this cruel beast so it is advisable to get in close and give him some stick. However, Guilty's close range attack is extremely powerful and takes around 50 Hit Points of damage, so only the strong will survive. Use level two healing whilst away from this monster, then cast a level two Power Staff spell on yourself. Now dash in and attack until the magic wears off or you run low on health.



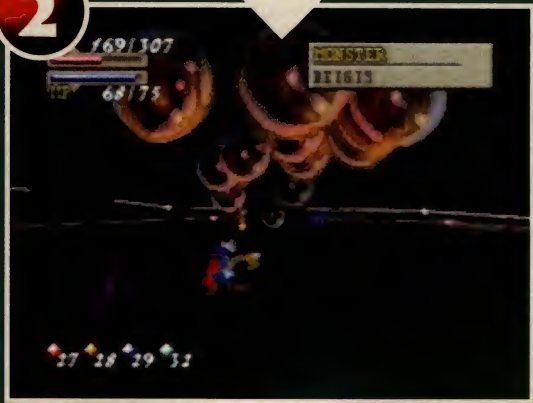
BEIGIS

Beigis is a monster, has about 2200 Hit Points and is lethal from any distance. Your only option is to get in close and whack him with your staff and then use lots of Healing Potions and Spirit Lights to survive. If Beigis should miss with his attack, power up your staff and really show him what you're made of.

1



2



3



TOP TIP: Hidden Spirits are the key to winning this quest, find as many as you can.

1



2



3



- 1 Inside the treasure chests you will find lots of useful items for your approaching battles.
- 2 Outside the castle gates you can find a Hidden Spirit to the left, choose wisely.
- 3 At the top of the castle, enter this carved door to meet Guilty the first of two boss monsters.

save your game. Open all the chests and collect the treasure the check the posts on the left to find a Hidden Spirit. Leave the room and dash up the stairs to be re-united with your father and find some more treasure. Head through the next door and climb the stairs to meet with Beigis in the throne room.

Once the battle is over exit through the door and climb the stairs to the top of the castle, where Shannon is waiting for you. She will give you the Eleteale Book and tell you how to open the gateway to get to Mammon. Climb to the very top of the castle and step into the middle to warp to the World of Mammon.

LEVEL
6

THE WO



Enter the castle and climb the stairs onto the platform, then turn to the right and enter the door at the end. Now follow the checked hallway and enter the waiting room at the end, then leave the room again to find yourself warped to another weird area.

Make your way to the top of the stairs and pass through the next door to appear in again another world. Follow the path and enter the door to find another waiting room, travel to the next door and then walk down the stairs to find yourself in another checked hallway. Again follow the hall to the end and enter the room to find Epana waiting for you.

Save your game and rest for a while to regain your strength, then

1



Keep following the path to the next door to make your way through this strange land.

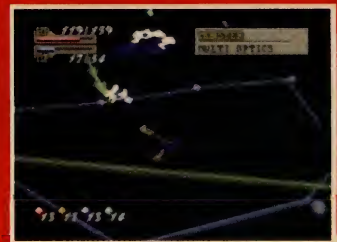
2



The scenery changes again, but keep passing through the doors and you will find the demon Mammon in the centre.

TIPS & TACTICS

Take note of which direction you are heading when attacked by the nasty monsters here. You do not want to



be heading in the wrong direction when the fight is over!

leave the room to find yourself in a deserted town. The town is empty so don't bother looking, just head east and enter the large double doors. Follow the muddy track to the next door then enter the centre of the stone platform to speak with Shannon again. She will moan and groan a lot, then warp you to another totally new area. Now climb the rocky path to the top where you will find the demon Mammon.



Inside the World of Mammon head to the right and enter the small door.



PLAYERS
One



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Konami
Imagineer

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out Now
£49.99

WORLD OF MAMMON

A KIND OF MAGIC FIRE SPELLS (RED)

Fire Ball	Launch hot rocks at your opponent.
Fire Bomb	Roll a large lava rock over your foes.
Homing Arrow	Flaming arrows lock on to your enemies.
Hot Steam	Really let off steam; feeling hot, hot, hot..
Fire Pillar	A fountain of hot lava bursts forth.
Extinction	Enemies vanish forever!
Compression	Shrink monsters and reduce attack power.
Power Staff	Double your Staffs deadly strike.
Vampire's Touch	Fireballs and extra Hp, great!

EARTH SPELLS (YELLOW)

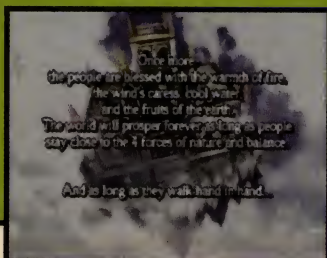
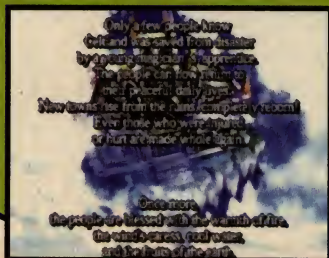
Rock	Aim a huge boulder at your enemies.
Rolling Rock	A jagged rock squashes those monsters.
Elemental Armour	Power to your armour!
Rock Shower	Fragments of rock fly everywhere.
Magnet Rock	A Homing Rock, nifty!
Weakness	Lower an enemy's shield.
Weak All	Enemy defences fall apart.
Magic Barrier	Added protection, you need it these days!
Avalanche	Let them boulders fly.
Confusion	Enemy attacks are converted to Mp.

WATER SPELLS (BLUE)

Soul Searcher	Get to know your enemy better.
Water Pillar	A jet of water explodes from the ground.
Walking Water	A walking tidal wave.
Ice Wall	An icy fog descends on your victims.
Ice Knife	Huge icicles lance your enemies.
Drain Magic	Transfer enemy Mp over to yourself.
Invalidity	Set yourself free from enemy ice traps.
Healing	Restore your Hp, this spell is great!
Escape	Run Away!
Exit	Takes you back to the beginning of an area.
Return	Head back to the beginning of the level.

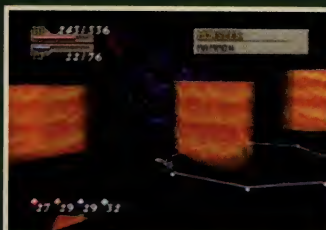
WIND SPELLS (GREEN)

Wind Cutter	Gusts of winds slice into your enemies.
Large Cutter	More harmful gales.
Restriction	Monsters will be unable to move.
Silence	Creatures cannot cast spells.
Cyclone	Conjure up a tropical storm.
Slow Enemy	The enemy ages 70 years in a second.
Evade	Increase your agility.
Ultimate Wind	One big strong blow.
Wind Bomb	Explosive waves of air
Wind Walk	Increase your range of movement.

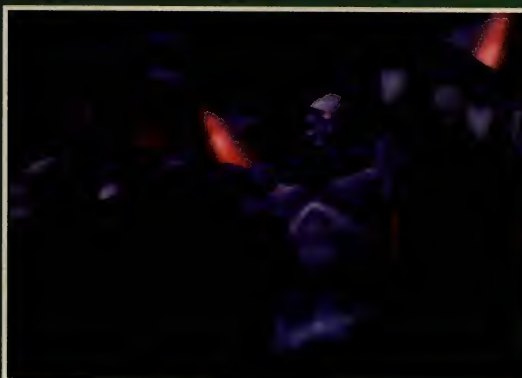


BEIGIS

Mammon has been imprisoned here for some time and he actually seems pleased to meet you. Then the horror sets in this huge demon is floating in mid-air and you are unable to whack him until you climb the slope to the very top. Mammon has around 2300 Hit Points and has three main attacks, which he seems to use in a random order. The best way to beat this creature is to attack with a powered staff and keep topping up your life with spirit lights. Alternatively use your avalanche spell as much as possible and try to dodge Mammon's return volley.



Tip: When Mammon fires three fireballs quickly run to the left or right to dodge them, you can do this nearly every time.



- 1 This giant demon laughs in the face of danger, get stuck in and show him what you're made of.
- 2 Mammon's wind attack does plenty of damage whenever it is used, keep an eye on your health.

TOP TIP: Build up your Earth and Water spells early to gain a special healing spell.

PAGE No.

97

F-ZERO X

Buckle your seat belt and hold on tight, as 64 SOLUTIONS guides you through the fastest racing game to appear on our beloved N64.

MASTER CLASS

Initially, there are three difficulty levels – Novice, Standard and Expert. To open up the Joker Cup you need to beat the three other Cups on Standard difficulty; to get the X Cup all three Cups must be beaten on Expert; and as the ultimate challenge, to get the Master difficulty level you need to beat all the Cups on all three difficulty levels!

Top cars: Blue Falcon, Wild Goose, Deep Claw, Mad Wolf, Super Piranha
Naff cars: Red Gazelle, Great Star, Wonder Wasp



CHANGE SET UP

Before each race, you are given the chance to adjust the car's set up. This will give you the best advantage to win a race. There's just as much skill involved here as racing.

The slider sets the balance between acceleration (left) and speed (right). On the tracks which have many tight turns, rapid acceleration is a great bonus, but if there are plenty of long straight sections then a higher top speed is best.

Although the default centre setting works well enough most of the time, we found that moving the slider about three stops to the right produces an excellent setting for nearly all tracks.

Remember, on this screen you can also change the colour of your car by pushing R!

MAD MACHINES

Choosing the right car is very important to winning at F-Zero X.

Although their performances are broadly similar, there are some that stand out above the others – and a few definite dogs!

Each car is rated according to three characteristics – body, boost and grip. A low boost can be compensated for on the car setup screen, and good driving goes a little way to counteract bad grip... but a car with a poor body score is going to be wiped out the first time it gets into a traffic jam!

CHEATS

Smaller Cars

On the car select screen press and hold the L and R buttons and then press C-Left and C-Down to shrink the cars.

Joker Cup

To get the Joker Cup and six additional tracks beat the Jack, Queen, and King Cup on Standard difficulty.

All Cars, Tracks and Difficulties
Go to the Mode Select screen and



press L, Z, R, C-Up, C-Down, C-Left, C-Right, Start. You will hear a chime if the code has been entered correctly.



CONTROLS

Use these button to control your warp speed racing craft to the finish line.

A BUTTON: Accelerate

B BUTTON: Boost

▲ C BUTTON: Rear View

▼ C BUTTON: Brake

◀ C BUTTON: Right Change View

▶ C BUTTON: Left Change View

ANALOGUE PAD: Control Vehicle

Z BUTTON: Drift/Slide

LEFT BUTTON: Manual Gear Shift
Down

RIGHT BUTTON: Drift/Slide

PLAYERS
1-4CART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:Racer
JapanRELEASED:
PRICE:Out Now!
£39.99

JACK CUP

TRACK 1: MUTE CITY

Description: A track for beginners, wider than the M25 with huge, unmissable boost chevrons and a small jump over a gap that is near the end of the circuit.



Tactics: Just stay in the middle of the track and hit all the boost chevrons. You'd have to be really incompetent to fall from the jump – take it at full speed.



TRACK 2: SILENCE

Description: A simple oval, although its corkscrew nature does liven things up a bit. There are no sharp curves, so speed is the most important factor.

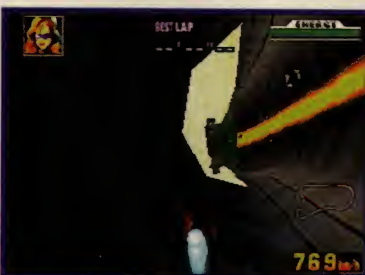
Tactics: Nothing much to say, really. Just make as much use as possible of the boost chevrons on the long straights and make sure you hit the recharge strips.



TRACK 3: SAND OCEAN

Description: Welcome to the wild world of tunnels! Sand Ocean has two tubular hells to play in, with a couple of fairly sharp turns between them.

Tactics: It's tempting to go mad and spin around in the tunnels like a game of Tempest, but there's a good chance you'll shoot off the track when you emerge! Stay on the bottom.



Make sure you're near the base of the tunnel when you leave or you'll go flying!



TRACK 4: DEVIL'S FOREST

Description: Not a tree in sight, but plenty of dirt that slows down your hovercar (?). Just after the start is a nasty hairpin where it's all too easy to hit the sides.

Tactics: The long corkscrew straight is a good place to use full boost and overtake the pack, but watch out for the dirt-covered sharp turn which is at the far end.

Silence is a great track for high-speed racing. Just cane it over all of the boost chevrons to guarantee a win!



TRACK 5: BIG BLUE

Description: This track introduces the magnetic tube, which twists more than a boogying snake. You can ride on any side of it, but go too fast and you will fly off!



Blast over the pink recharge strips to top up your energy.

Tactics: The tube has a series of boost chevrons around it, so keep circling and try to hit as many of the chevrons as possible. Only use your own boosters on the inside of its turns.



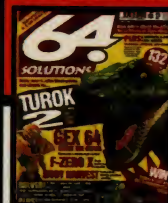
TRACK 6: PORT TOWN

Description: Several sharp turns, a chicane, a patch of ice and a huge jump – this is by far the toughest track to get your car around in the Jack Cup!

Tactics: Before the chicane, go as far right as you can and then nip past the inner corners. On the jump, after being boosted skywards use the stick to angle your car in mid-air.

**64 SAYS**

IN ISSUE 17
64 MAGAZINE
SAID:
"A RACING GAME
THAT'S TOTALLY
DEPENDANT ON
SKILL. IF IT
WERE ANY
FASTER IT
WOULD GO
BACK IN TIME!"



64 MAGAZINE ISSUE
21 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!



the colour of your car by pressing the R button.

TOP TIP: You can change

PAGE No.

99

QUEEN CUP

TRACK 1: SECTOR 8

Description: Much of this track sees you racing along the ceiling! It's quite a



wide circuit, so the section where it suddenly narrows can come as a shock.

Tactics: Another circuit where speed is the most important asset. The narrow section is about halfway round – if you're aggressive, other cars can be rammed into the walls.



TRACK 2: RED CANYON

Description: From above it looks like a boring rectangle, but when you're racing it's a constricted series of long jumps with little room for manoeuvre and less for error.

Tactics: The tightness of the track means a lot of the other racers will try to fight instead of race. It's all but impossible to get ahead until you gain boost power on lap two.



You need to go full throttle in order to clear all the gaps.



TRACK 3: DEVIL'S FOREST 2

Description: A rather bumpy track, with a series of humps that can send racers off the track if they're not



You need to watch yourself over these humps as you can be pitched right over the edge.

concentrating and some tricky turns just before the recharge strips.

Tactics: Careless use of the boost on the main straight can send you flying, so keep it in reserve for the shorter straights towards the end of the lap.



TRACK 4: MUTE CITY 2

Description: A series of sharp turns early in the lap lead into a new trick –



Hit the ramp to fly right over a narrow section of track.

ramps! You need to use these to avoid dangerous bottlenecks, but they have their own dangers.

Tactics: If you get hit from the side as you go onto a ramp, you're in trouble, but crowded tracks can cost you a lot of energy in the bottlenecks. Your choice...



TRACK 5: BIG BLUE 2

Description: Twistier than a contortionist's intestines, Big Blue 2 is also the first time a track has sections with no barriers. Hit the boost chevron in a crowd and you're gone!



Big Blue 2 is far too easy to fall off, as there are few barriers. Be careful!

Tactics: Don't take any risks on the open section – it's very easy to fall off – unless you're feeling confident enough to try using the spin attack on other drivers that is.



TRACK 6: WHITE LAND

Description: The tight turns in the tunnel followed by patches of dirt are bad enough, but when they're followed by these long barrier-free stretches and huge jumps...



Tactics: The open sections are longer and narrower than before, so avoid conflict. On the jumps, control your pitch carefully so you don't fall through the gaps.



PLAYERS
1-4CART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:Racer
JapanRELEASED:
PRICE:Out Now!
£39.99

KING CUP

TRACK 1: FIRE FIELD

Description: Mad! Multiple boost chevrons will hurl you into a massive jump over a sea of molten lava, and there's a small hump that can easily catch you unawares.

Tactics: Using your boost on the big jump can send you over the rest of the racers! Keep the nose down on the hump near the end or you may go right over the edge.



Be careful here – it's only a small jump, but if you don't turn you're in the lava!



TRACK 2: SILENCE 2

Description: The long narrow spiral looks imposing, but stay away from the barriers and it's easy enough. Dirt patches and an evil open section are the main problems.

Tactics: A lot of energy can be lost by scraping the barriers, so be careful. The open section rolls a lot, but once past its first turn it's fairly safe.



TRACK 3: SECTOR B

Description: A huge, open-sided loop dominates the first half of this course, followed by dirt banks and a narrow spiral that requires constant steering adjustments.

Tactics: There's a jump to watch out for before the first loop. Only the brave should try attacks on the open sections. There are mines just before the recharge strips – be warned!



TRACK 4: RED CANYON 2

Description: This twisting track is incredibly narrow – even the recharge strips are wafer thin! Gradual attrition of energy is the main danger.

Tactics: Brute force and car strength are your best bet for getting ahead, as there are only two sections of track wide enough for normal overtaking.



TRACK 5: WHITE LAND 2

Description: Most of this track, apart from the start-finish straight, is a long, twisting halfpipe. Build up too much momentum and you'll be flung into infinity.

Tactics: Stay as close to the base of the halfpipe as possible, and avoid sharp turns – use the R and Z buttons to sideslip with gentle stick movements.



TRACK 6: MUTE CITY 3

Description: Lots of right-angle turns and open sides, but this course isn't as difficult as it looks because the track is nice and wide. Jumps can help you get ahead.

Tactics: Use R and Z while turning to snap around the corners quickly. Corners can be cut by using the jumps, but you need careful control of your craft in the air.



TOP TIP: The C-Buttons will allow you to view your craft from different angles.

PAGE No.

101

JOKER CUP

TRACK 1: RAINBOW ROAD

Description: This psychedelic course has long open sections, but the track is wide and therefore fairly forgiving. The big danger is the minefield around the recharge strips!

Tactics: Despite rumours to the contrary, nobody's yet managed to cut out sections by jumping from the track as in Mario Kart! Winning is easy enough without going mad...



TRACK 2: DEVIL'S FOREST 3

Description: A course that loops back on itself from above – it looks weird, but isn't too hard to get around. Just remember to watch out for open sections after some corners.

Tactics: There's not really a great deal to worry about here. Reserve your boosters for the short straights, and make sure you leave the short tubular tunnel at its bottom!



TRACK 3: SPACE PLANT

Description: A nasty little circuit that sees the return of the magnetic tube, only this time it's even harder to cling to. There are also ice strips in the middle of the track to avoid and tiny recharge strips.



Tactics: As before, stay on the inside of curves when riding on the magnetic tube. Take care at its start and finish, as you can miss it entirely!



Ice, ice, baby! Steering is almost impossible on ice, so just coast across it.

TRACK 4: SAND OCEAN 2

Description: The ocean may be sand, but it'll still make you seasick! Despite its switchback nature, however, there's very little here to worry about.



Tactics: Lots of tight turns and a narrow tunnel do little to prevent this from being a straightforward racing blast. Put the hammer down and enjoy the ride!

The X Cup creates tracks at random, so you'll never run the same race twice!



TRACK 5: PORT TOWN 2

Description: Traffic tends to cluster on the tight corners, causing trouble for cars with a weak body rating, and there's dirt everywhere. Messy!



Tactics: Attack is often better than defence when loads of cars are battling on the same corner – if you've got enough energy, it's worth taking a chance on a spin attack.

TRACK 6: BIG HAND

Description: A course of pure evil! It looks like, yup, a big hand, but its long open stretches and vast slabs of ice make it the toughest track you'll find.

Tactics: Steer on the ice and you'll just go flying. Instead, line up with the exit before you cross the ice and then coast across it without touching the stick.



X CUP

Each of the six tracks in the X Cup is created randomly by the N64 every time you play, so they're never the same twice! Although they aren't usually as tricky as the normal tracks, they can still take you by surprise.



NINTENDO 64

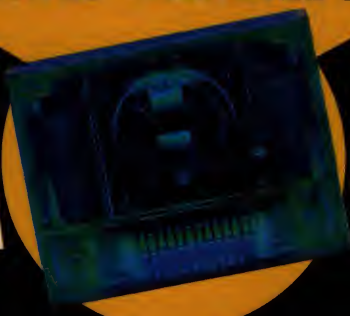
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HELP!

STUCK ON

available. The code is: Analogue stick Down, Analogue stick Up, D-Pad Down, D-Pad Up, C-Down, C-Up, L, R, Z, D-Pad Left, C-Right, Analogue stick Up, B, D-Pad Right, C-Left.

Following a good response from our many readers **Stuck On 64** returns to try to help as many of you as possible. So if you're looking for a cheat or have got a gaming problem write to us and we'll try and get you out of your fix.

SPECIAL SNOWBOARDS

I'm an avid fan of your magazine and a proud owner of an N64. I'm writing because my latest game, Snowboard Kids, has got me stumped as in your solution you did not mention how to get the special boards, although I've managed to get boards 1 and 3, I can't get the second one. Please help.

Michael Hewartson, Cumbria

A Michael, we tried and tried to open this board during normal game-play and like you were unable to find a way to buy this wonderful snowboard. However, if you enter this cheat code at the beginning of the game on the start screen all courses and boards will be

WWF WARZONE

I was wondering if you are able to help me. I have been hearing rumours that you can access hidden characters on WWF Warzone. Can you enlighten me as to whether this is possible, and if so how it is done.

Hans Majury, Lancashire

A Hans, There are several secret characters available for WWF Warzone, here's how to get them
Cactus Jack + Dude Love
Use Mankind to beat WWF Challenge on the medium or hard difficulty setting to open these hidden characters.

Sue
Use one of the Hart brothers to beat the WWF Challenge on medium or hard difficulty and you'll open the female character Sue.



Pamela

Use Sue to beat WWF Challenge on medium or hard difficulty and Pamela will become available as a playable character.

WWF SPECIAL PROBLEMS

I have been trying to do the WWF cheats for a long time. I've got your free book from issue 7 but can't seem to make all of them work. I did manage to make the Hurricanrana for Owen Hart work.
Brian Rankin, Clydebank

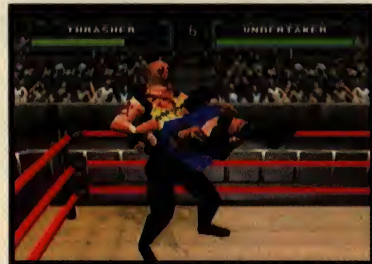
A In order for the very special moves to work, they must be performed when your opponents energy bar is flashing red. This may be the answer to your problem.



WWF HELPZONE

I have heard that there are some hidden moves in WWF Warzone, that allow you to be rescued in Challenge mode. Please can you tell me how this is done.

A Yes you can call other wrestlers into the ring with you, and they will help you out of a tricky situation. This results in disqualification for you, but you do get to replay the round again. The call for help moves are as follows:
For each move hold Z, R, and L plus the following buttons for each wrestler.



BOUNCING BANJO

I hope that you can help me out as I'm stuck on Banjo-Kazooie. I have two main problems.

1. I have filled in the puzzle to open Clanker's Cavern, but I am unable to enter the door being unable to jump on the pipes risen from the water.
2. I am also stuck in Mumbo's Mountain, I have transformed into the Termite and have entered the Tower

CHEATS: IMPOSSIBLE

I am a bit confused about how to enter the cheats for the game Mission: Impossible. I've tried entering them on every screen but they still don't work. Please help me!



Unfortunately the cheats that were printed along with the guide were in fact for the NTSC version of the game and will only work with Imported games.

The UK codes are as follows:

As before, they should be entered on the mission select screen (the one with the map).

Giant Head Mode	C Down, L, C Up, C Right, Z
Big Head Mode	C Down, R, C Up, R, C Left
Kid Mode	C Down, C Up, R, C Left, Z
Turbo Mode	C Up, Z, C Up, Z, C Up
Rocket Launcher	C Up, L, C Left, C Right, C Down
Silenced Pistol	C Up, L, C Right, C Left, C Down
9mm Pistol	R, L, C Down, C Up, C Down
Infinite Ammo	C Up, Z, C Left, Z, C Left
Invulnerability	R, Z, C Down, R, R

but am unable to climb up the slanted platforms.

Donella Standon, Kent



Donella, try using the R-button to centre the camera behind Banjo's back, this will enable you to clearly see which direction he is jumping. This tip will also help with your problems trying to scale the Termite Tower.



IGGY'S MISSUS

In Iggy's Reckin Balls I heard that Iggy's girlfriend is playable as a secret character. Could you explain how to get her please.

Pierce Braysher, London



To open all the characters on Iggy's Reckin Balls, enter the code

"HAPPYHEADS" on the cheat menu. This will open all the available characters.

WHAT A WITCH!

In Banjo-Kazooie how do I get to the Witch Switch in Rusty Bucket Bay because I have tried jumping and couldn't reach it.

Chris, Reading



In order to reach the witch switch in Rusty Bucket Bay, you must jump from the top of the crane onto the platform at the back of the boat. You must jump as far as you can and then press the jump button again to flap Kazooie's wings, keep the button held down and you should be able to reach this testy switch. I hope this helps!



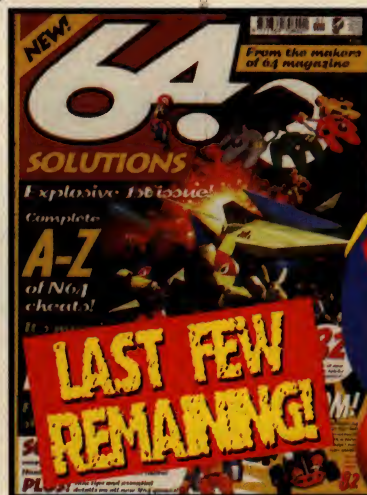
SUPER MARIO PUZZLE

In issue 7 of your great mag, in you're A-Z of cheats section it said "Super Mario 64: Enter this code at the start of the game, then pause to see a features



option?" Please tell me what the code is.

In fact it was a trick to see how many of you would respond, as you all know there are no push button codes for Super Mario 64. If you are having difficulties playing the game, then the full solution is in 64 SOLUTIONS Issue 1, there are still a few copies remaining, to get hold of one or any other back issue call: 01202 200200.



WINNER!

Competition Winners
These lucky readers have scooped the jackpot in our Prepare for Kombat Kompo.

1st Prize: Laurence Kilkelly, Scarborough
Runners Up: Clifford Scott, Bradford, Kris James, West Midlands, Tan Sisecl, London, James Foston, Hull

PLEASE UNDERSTAND THAT WE CAN'T REPLY PERSONALLY TO LETTERS, BUT WE DO TAKE THE TIME TO READ EVERY LETTER THAT ARRIVES ON OUR DOORSTEP.



1080 Snowboarding



The Deal: Get the highest score on Contest mode.

The Score: Write and we'll print your best scores.



HELP!

STUCK ON 64

BOOMING BOX TROUBLE

Please help as I am stuck on Banjo-Kazooie. I am having trouble beating the multitude of boxes that are guarding the ships hold. I have tried using my Beak Barge Attack and also the Rat-A-Tat Attack, but I keep getting killed before I can kill them all. Please help me as I am feeling a little boxed in.

A There are two ways that you can beat these jumping crates, firstly run around using your Rat-A-Tat Attack and bashing the boxes as they bounce towards you. Try to attack one box at a time or you will end up with loads of small boxes all attacking you at once. Alternatively, use the Rat-A-Tat Attack to break open the two large crates, then activate your Wing Shield and wait for the boxes to jump at you and kill themselves.

GLASS AND A HALF

I am having trouble working out what to do on Banjo-Kazooie. I am on Mad Monster Mansion and have entered the small hut at the back of the grounds, where there is a glass and a board game with letters on it. I have tried Beak Busting the letters on the floor in the sandcastle, but nothing seems to happen and I am unable to push the glass to get at the Jiggy. Please can you tell me what to do.

A In order to get the Jiggy from underneath the tumbler, you must jump on top of the glass and then move it around the lettered squares to spell the name 'Banjo-Kazooie'. You must complete this within the time limit to grab the Golden Puzzle Piece hiding beneath the glass.

THE GOLDEN CHILD

I have two Goldeneye problems and I hoped you can help me!

1: I have heard that you are able to get back up into the vents above the toilets, could you please tell me how it is done?

2: How do you complete the Facility Level in under 2:05, it is the only cheat that I have not been able to get and it is totally impossible to do so please help me!

Barry, South London

A Barry, in order to get back up into the vents above the toilets, stand on the seat underneath the hole and press Left on the analogue stick and the C-Right button at the same time. You should spin on the spot and then get whisked back into the vent above, make sure that you release the buttons quickly.



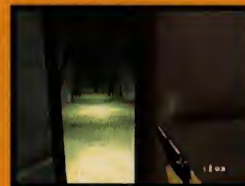
Make sure you skip the intro sequence, and quickly drop into the toilets. Ignore the guards and exit.



Race down the stairs and through the door below them, then shoot the guard for the card key.



Open the first security door with the card, dive in, activate the console and dash back out again.



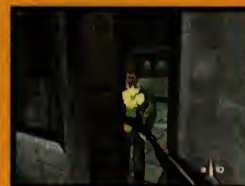
Make your way around to and through the second security door, then down the corridor past three guards.



Open the two doors, dipping to the side as they open to avoid getting shot and go left down the corridor.



Switch to the machine gun you'll have picked up and shoot the guard by the wall on the left.



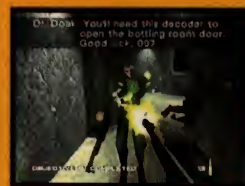
The noise will alert the guard behind the next security door. Shoot him as he opens it and race up the stairs.



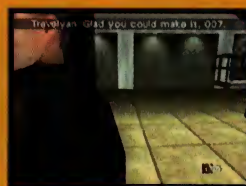
Ignore all the guards, and run down the corridor to the end where you'll find the entrance to the labs.



Doctor Doak should be standing in the alcove on your right. If he's not, you may find him in the labs. If not reset and try again!



Touch Doak, race for the bottling room door, activate the door decoder and spin to blast the sentries.



Run up to Trevelyan so he starts talking, then carry on into the bottling tanks.



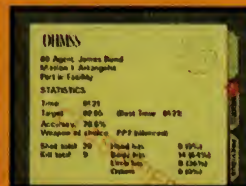
Run down the middle of the row of tanks, throwing one mine on each pair of them.



Wait until Trevelyan is clear of the tanks, then set them off. Check all your objectives have been completed and race for the door.



And that's it! If you've done everything right, you'll witness Bond strolling casually from the room.



For all those doubting sceptics among you, here's the summary screen to show you that it's possible!

ISS '98

WIN 3
COPIES!

Football's coming home and ISS '98 is by far the best football game available on any format. Fast action and a wealth of team configurations and players make this soccer game shine brighter than any other. Lucky for you those wonderful fellows at Konami have given us three copies of ISS '98 to give away to our readers. Look out next volume for our hints and tips guide to this top footie sim.

WHICH TEAM WON THE FA CARLING PREMIERSHIP LAST YEAR?

- A: ARSENAL**
B: LIVERPOOL
C: SUNDERLAND

Stick your answers on a postcard and send it to: Konami Christmas Box, 64 SOLUTIONS, Paragon House, St Peter's Road, Bournemouth, BH1 2JS

All entries must arrive by 7 January 1999.

Please state your age if under 18.

From time to time you may be sent news about exciting new products and opportunities that are of interest to our readers. If you do not wish to receive such information please say so on your entry. Normal competition rules apply.



HOLY MAGIC CENTURY

WIN 3
COPIES!

We have been waiting a long time for a decent RPG to arrive in this country and at last Holy Magic Century is here. Superb graphics and imaginative game-play make this game a must for RPG fans, and thanks to those wonderful chaps at Konami we have three copies to give away. To be in with a chance of winning one of these super cartridges simply answer the following question.

THE GAME WAS RELEASED UNDER A DIFFERENT NAME IN THE USA, WHAT WAS IT CALLED?

- A: HOLY MACKEREL**
B: QUEST 64
C: SALE OF THE CENTURY

Stick your answers on a postcard and send it to: Holy Century Giveaway, 64 SOLUTIONS, Paragon House, St Peter's Road, Bournemouth BH1 2JS

All entries must arrive by 7 January 1999.

Please state your age if under 18.

From time to time you may be sent news about exciting new products and opportunities that are of interest to our readers. If you do not wish to receive such information please say so on your entry. Normal competition rules apply.



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THE COMPLETE

A-Z
OF CHEATS

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/ rumble pack for every new cheat sent to us! Do it now!

AIR BOARDER 64

Bonus Characters

Do the following to unlock each of the bonus characters:

Finish every level and track in 'Time Attack' mode within the set time.

Achieve an 'A' ranking on every level and track in 'Street Work' mode.

Achieve an 'S' ranking on every level and track in 'Street Work' mode.

Achieve a 'Perfect' ranking on every level and track in 'Coin' mode.



Bonus Boards

Unlock all four bonus characters then at the board selection screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A to get the following bonus boards:

Ika-Chu	gives double jumps
Father	gives longer air time
J-B	Press A + B for turbo jump
J-Arm	gives extra turbos



PAD AT A GLANCE

AEROFIGHTER ASSAULT
Secret Plane and Pilot

On the opening title screen enter the following code:

C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down.

You will now be able to fly a new F-15 plane with a new pilot.

Secret Level

Complete every level in the game, including the bonus ones. Beat the Ice Cave level to access a brand new one – The Moon.

Access all levels

Start a game then press Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

AERO GAUGE

Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, then make a hard turn in either direction while holding Z, then release both buttons. If by some miracle you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed.

You can keep using the turbo until the temperature gauge rises too high.



Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck. When the start screen appears, on controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.

AUTOMOBILI LAMBORGHINI
Mirror Tracks

To access the reversed tracks, finish the championship mode on both Novice and Expert difficulty.

Hidden Cars

Bugatti EB110

Finish championship mode on Novice.

Ferrari F50

Finish championship mode on Expert.

Ferrari Testarosa

Finish the Basic arcade mode on Novice.

Porsche 959

Finish the Basic arcade mode on Expert.

Vector

Finish the Pro arcade mode on Novice.

Dodge Viper

Finish the Pro arcade mode on Expert.

BANJO-KAZOOIE

Big Head Banjo

Enter Banjo's house and walk up to the picture of Bottles above the fireplace. Press C-Up to look at the picture and then press R and Bottles will begin to speak with you.

Complete Bottles' little jigsaw puzzle and when the puzzle is complete Bottles will give you a code to enter on the floor in the Sandcastle in Treasure Trove Cove. Stomp on the letters spelling **'BOTTLESBONUSONE'** and Banjo will get a big head.

To reverse this spell simply return to the Sandcastle and spell **NOBONUS** and Banjo will return back to normal.

Alternate Selection Screens

Watch the fish swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time the fish crashes and the Banjo in the first save slot will be thrown out of the window while the walls spin and eject Kazooie from the second save slot. In the third save slot position, listen for the third 'boing' sound from the Game Boy and press A immediately after it to fire Banjo out of the house on a spring.

100 Red Feathers

Get Mumbo Jumbo to turn you into a pumpkin in Mad Monster Mansion then leave his skull and go up the winding path to where Brentilda is waiting. Go into the small hole and follow the path to find the first spell book of the game. Now go to Treasure Trove Cove, pump eggs into Rusty Bucket to lower the water level and enter the sandcastle. Kill the crab then enter the code **'REDFEATHERS'** by doing the beak buster move on the letters set into the floor of the castle. Your maximum red feather limit will increase to 100.

200 Blue Eggs

Go to the Bubbleloop Swamps and get changed into the crocodile then leave the level and turn to Banjo's right and go through the pipe at the back which takes you to the snow world puzzle map. From here go through the pipe at the top of the hill to find the second spell book. You will get the code **'BLUEEGGS'** which you need to enter using the sandcastle in Treasure Trove Cove as you did with the red feathers code.

20 Gold Feathers

Speak to the third spell book by activating the 321 switch above the pool leading to Click Clock Wood and then swimming to the stairs near Rusty Bucket Bay. You'll need to be quick as this is timed. When you've spoken to the book go to back to the sandcastle in Treasure Trove Cove and enter **'GOLDFEATHERS'** on the sandcastle floor in the same way as you did the previous two codes.

Morphing Codes

The following seven codes are all accessed by playing the Bottles puzzle game. To get each

code, you must first have obtained the previous one, ie: you can't get code four until you've got code three.

To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press C Up to go into look mode and move up to look at the picture then press R to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling porkies, the crafty little fellow!

BOTTLESBONUSONE	Big Head Banjo
BOTTLESBONUSTWO	Big Hands & Feet Banjo
BOTTLESBONUSTHREE	Big Kazooie
BOTTLESBONUSFOUR	Tall, Skinny Banjo
BOTTLESBONUSFIVE	Tall, Skinny Banjo With Big Hands & Feet
BIGBOTTLESBONUS	Giant Banjo-Kazooie
WISHYWASHYBANJO	Washing-Machine Banjo-Kazooie

When you've got all the codes (or as many as you feel you can handle) go to Treasure Trove Cove, find Rusty Bucket to lower the water level and enter the sandcastle. Enter the codes in the same way you entered the egg and feather ones.

Reverse Spells

To reverse any spell simply return to the Sandcastle and spell **'NOBONUS'** and Banjo will return to normal.

Infinite Air

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'GIVETHEBEARLOTSOFAIR'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.



Play the levels with Banjo with an extra inflated head. It won't make you play better, but it will look funny.

Infinite Gold Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'AGOLDENGLOWTOPROTECTBANJO'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have an endless supply of gold feathers.

Maximum Energy

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'ANENERGYBARTOGETYOUFAR'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. This will give you eight honeycombs on your life bar. Note: If you already have red honeycombs then this cheat will make you lose them.

Infinite Lives

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'LOTSOFGOESWITHMANYBANJOS'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have infinite lives.

Infinite Blue Eggs

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'BANJOBEGSFORPLENTYOFEGGS'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your eggs total will not change, but you will now have an endless supply.

99 Mumbo Tokens

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'DONTBEADUMBGOSEEMUMBO'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

Infinite Red Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'NOWYOUCANFLYHIGHTHESKY'**.

A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total will not change, but you will now have an endless supply.

THE COMPLETE A-Z OF CHEATS



BIO FREAKS

One Hit Fatalities

Minatek

Move in close and press: Towards, Away, C Left+C Down.

Zipperhead

Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.

Ssapo

Move in close and press: Towards, Away, Away+C Up+C Right.

PsyClown

Move in close and press: Towards, Away, Away+C Left+C Down.

Sabotage

Press: Towards, Away, Away+C Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BullzEye

Move in close and press: Towards, Away, Away+C Up.

Delta

Move in close and press: Towards, Away, Away+C Down

Purge

Press: Away, Towards, Towards+C Up+C Right.

Taunt

To taunt your opponent hold C Left and C Right.

First-Person Perspective

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.



BUST-A-MOVE 2

Extra Levels

On the title screen tap L, Up, R, Down. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

Hidden Characters

(Puzzle mode)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.

Bonus Characters (Vs mode)

First enable the 'Another World' code on the title screen (press L, Up, R, Down). Then choose Player vs Player mode on the game select screen and you'll be asked to pick your character. The farther you've gone in Player vs Computer mode, the more characters you'll be able to access.

BUCK BUMBLE

All Weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left. You'll now be able to access all the weapons.

Access All Missions

On the title screen, hold Z and press Right, Down, Down, Right. Then release Z and press

Right, Up, Down,
Left, Left, Up, Right,
Right to open up all the
missions.



Get Busy with these cheats and you can enter any of the game's 20 fantastic levels.

CHOPPER ATTACK

Level Select

Press C Up seven times when the 'Press Start' message appears on the opening screen.

Debug Mode

Hold Z and press Right, Left, Up, Down, A, B, Start when the 'Press Start' appears on the opening screen.

Shoot Down The President

Press Z & C Up & C Down during the game then fire a homing cluster at an enemy aircraft.

CLAYFIGHTER 63 1/3

Cheat Mode

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

Play As Boogerman

On the character selection screen hold L and press C- Up, C- Right, C- Left, C- Down, B, A.

Play As Sumo Santa

Hold L on the character selection and press: A, Down, Right, Up, Left, B.

Random Character

On the character selection screen hold L and R together.

Play As Dr Kiln

Hold L on the character selection and press: B, Left, Up, Right, Down, A.

CHAMELEON TWIST

Fight Level Bosses

Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time. The markings on the door let you know which boss you are about to fight.

Infinite Health

If you're running low on health then follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and once again you'll have full energy.

CRUIS'N USA

Hidden Cars

Change the cars into three news ones with the following. On the car select screen, press and hold: C Up, C Left, C Down. You can now select the three news vehicles – police car, jeep and school bus.

Decapitated Head

Get a good time and after inputting your initials, move the list to the bottom and wait for over 30 seconds. After this, a severed head will appear on the conveyor belt. This means more cheats are now available.

Flashing Lights

To turn on the sirens and lights on the police car and school bus, perform the head trick above and then during the race, press the brake and accelerate repeatedly.

Speed-Up

During a race (and after you've already done the severed head trick), press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

Access all levels

On the course select screen, hold down the following button combos:

Golden Gate Park

C Left, C Down and L.

Indiana

Yellow top, C Right and L.

San Francisco

C Right, C Down and L.



DIDDY KONG RACING

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.



Diddy Kong has loads of cheats included in the code – hooray for Rare!

JOINTVENTURE – Co-operative two-player Adventure mode

DOUBLEVISION – Everyone can select the same player

FREEFORALL – Maximum power-up on pickups

FREEFRUIT – Start race with ten bananas

VITAMINB – No limit to number of banana power-ups

ZAPTHEZIPPERS – Remove zippers from the track

NOYELLOWSTUFF – No bananas on track

BYEBYEBALLOONS – No balloons (ie weapons) on track

TIMETOLOSE – Ultimate AI characters

BOGUSBANANAS – Bananas reduce speed instead of boosting it

BODYARMOR – All balloons are yellow shield balloons

ROCKETFUEL – All balloons are blue boost balloons

BOMBSAWAY – All balloons are red rocket balloons

OPPOSITESATTRACT – All balloons are magnetic rainbow balloons

TOXICOFFENDER – All balloons are green drop-behind balloons

ARNOLD – Larger characters

TEENYWEENIES – Smaller characters

OFFROAD – Four-wheel drive for more speed on rough terrain

BLABBERMOUTH – Instead of horn, the characters will burble incoherently

JUKEBOX – Music menu

WHODIDTHIS – View the credits without actually completing the game

Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on Time-Trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...

DUKE NUKEM

Enable PAL Cheat Menu

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu.

No Monsters

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

Level Select

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up.

You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.



Enter the code below and you too can have a wealth of brand new options to play with.



DOOM 64

Level Codes

Level 02: cdp8 9bj2 68zt svk?
 Level 03: cxm8 9bjy 681t jvk?
 Level 04: ddk8 9bjt 683s 9vk?
 Level 05: dxh8 9bjp 685s 1vk?
 Level 06: fdf8 9bjk 687s svk?
 Level 07: fxc8 9bjf 689s jvk?
 Level 08: gd78 9bc7 69br ?bk?
 Level 09: gx88 9bc6 69dr 2bk?
 Level 10: hd68 9bc2 69gr tbk?
 Level 11: hx48 9bcy 69jr kbk?
 Level 12: jd28 9bct 69lq ?bk?
 Level 13: jx08 9bcp 69nq 2bk?
 Level 14: kdy8 9bck 69qq tbk?
 Level 15: kxw8 9bcf 69sq kbk?
 Level 16: lft8 9bb7 69vp ?vk?
 Level 17: lyr8 9bb6 69xp 2vk?
 Level 18: mfp8 9bb2 69zp tvk?
 Level 19: mym8 9bby 69lp kvk?
 Level 20: nfk8 9bbt 693n ?vk?
 Level 21: nyh8 9bbp 695n 2vk?
 Level 22: pff8 9bbk 697n tvk?
 Level 23: pyc8 9bbf 699n kvk?
 Level 24: qf78 9bf7 67bm ?bk?
 Level 25: qy88 9bf6 67dm 2bk?
 Level 26: rf68 9bf2 67gm tbk?
 Level 27: ry48 9bfy 67jm kbk?
 Level 28: sf28 9bft 67ll ?bk?
 Level 29: sy08 9bfp 67nl 2bk?
 Level 30: tfy8 9bfk 67ql tbk?
 Level 31: tyw8 9bff 67sl kbk?
 Level 32: vbt8 9bd7 67vk 9vk?

Bring It On!

Level 02: cjp8 9bj1 68z? qvk?
 Level 03: c1mr 9bjx 681? gvk?
 Level 04: djkr 9bjs 6839 7vk?
 Level 05: d1hr 9bjn 6859 zvk?

Level 06: fjfr 9bjj 6879 qvk?
 Level 07: f1cr 9bjd 6899 gvk?
 Level 08: gj?r 9bc9 69b8 8bk?
 Level 09: g18r 9bc5 69d8 0bk?
 Level 10: hj6r 9bc1 69g8 rbk?
 Level 11: h14r 9bcx 69j8 hbk?
 Level 12: jj2r 9bcs 69l7 8bk?
 Level 13: j10r 9bcn 69n7 0bk?
 Level 14: kjyr 9bcj 69q7 rbk?
 Level 15: k1wr 9bcd 69s7 hbk?
 Level 16: lktr 9bb9 69v6 8vk?
 Level 17: l2rr 9bb5 69x6 0vk?
 Level 18: mkpr 9bb1 69z6 rvk?
 Level 19: m2mr 9bbx 6916 hvk?
 Level 20: nkk8 9bbs 6935 8vk?
 Level 21: n2hr 9bbn 6955 0vk?
 Level 22: pkfr 9bbj 6975 rvk?
 Level 23: p2cr 9bbd 6995 hvk?
 Level 24: qk?r 9bf9 67b4 8bk?
 Level 25: q28r 9bf5 67d4 0bk?
 Level 26: rk6r 9bf1 67g4 rbk?
 Level 27: r24r 9bfx 67j4 hbk?
 Level 28: sk2r 9bfs 67l3 8bk?
 Level 29: s20r 9bfn 67n3 0bk?
 Level 30: tkyr 9bfj 67q3 rbk?
 Level 31: t2wr 9bfd 67s3 hbk?
 Level 32: vgr8 9bd9 67v2 7vk?

I Own Doom!

Level 02: cnn8 9bj0 680t nvk?
 Level 03: c5l8 9bjw 682t dvk?
 Level 04: dnj8 9bjr 684s 5vk?
 Level 05: d5g8 9bjm 686s xvk?
 Level 06: fnd8 9bjh 688s nvk?
 Level 07: f5b8 9bjc 687s dvk?
 Level 08: gn98 9bc8 69cr 6bk?
 Level 09: g578 9bc4 69fr ybk?
 Level 10: hn58 9bc0 69hr pbk?
 Level 11: h538 9bcw 69kr fbk?
 Level 12: jn18 9bcr 69mq 6bk?

Level 13: j5z8 9bcm 69pq ybk?
 Level 14: knx8 9bch 69rq pbk?
 Level 15: k5v8 9bcc 69tq fbk?
 Level 16: lps8 9bb8 69wp 6vk?
 Level 17: l6q8 9bb4 69yp yvk?
 Level 18: mpn8 9bb0 690p pvk?
 Level 19: m6l8 9bbw 692p fvk?
 Level 20: npj8 9bb9 694n 6vk?
 Level 21: n6g8 9bbm 696n yvk?
 Level 22: ppd8 9bbh 698n pvk?
 Level 23: p6b8 9bbc 697n fvk?
 Level 24: qp98 9bf8 67cm 6bk?
 Level 25: q678 9bf4 67fm ybk?
 Level 26: rp58 9bf0 67hm pbk?
 Level 27: r638 9bfw 67km fbk?
 Level 28: sp18 9bfr 67ml 6bk?
 Level 29: s6z8 9bfm 67pl ybk?
 Level 30: tpx8 9bfh 67rl pbk?
 Level 31: t6v8 9bfc 67tl fbk?
 Level 32: vls8 9bd8 67wk 5vk?

Level 20: ntjr 9bbq 6945 4vk?
 Level 21: n?gr 9bbl 6965 wvk?
 Level 22: ptdr 9bbg 6985 mvk?
 Level 23: p?br 9bbb 6975 cvk?
 Level 24: qt9r 9bf7 67c4 4bk?
 Level 25: q?7r 9bf3 67f4 wbk?
 Level 26: rt5r 9bfz 67h4 mbk?
 Level 27: r?3r 9bfv 67k4 cbk?
 Level 28: st1r 9bfq 67m3 4bk?
 Level 29: s?zr 9bfl 67p3 wbk?
 Level 30: tt9r 9bfg 67r3 mbk?
 Level 31: t?vr 9bfb 67t3 cbk?
 Level 32: vqsr 9bd7 67w2 3vk?

Ultimate Code

?TJL BDFW BFGV JVBV
 Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!

Watch Me Die!

Level 02: csnr 9bjz 680? lvk?
 Level 03: c9lr 9bjv 682? bvk?
 Level 04: dsjr 9bjq 6849 3vk?
 Level 05: d9gr 9bjl 6869 wvk?
 Level 06: fsdr 9bjg 6889 lvk?
 Level 07: f9br 9bjb 6879 bvk?
 Level 08: gs9r 9bc7 69c8 4bk?
 Level 09: g97r 9bc3 69f8 wbk?
 Level 10: hs5r 9bcz 69h8 mbk?
 Level 11: h93r 9bcv 69k8 cbk?
 Level 12: js1r 9bcq 69m7 4bk?
 Level 13: j9zr 9bcl 69p7 wbk?
 Level 14: ksxr 9bcg 69r7 mbk?
 Level 15: k9vr 9bcb 69t7 cbk?
 Level 16: ltsr 9bb7 69w6 4vk?
 Level 17: l?qr 9bb3 69y6 wvk?
 Level 18: mtnr 9bbz 6906 mvk?
 Level 19: m?lr 9bbv 6926 cvk?



Why ponce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?

EXTREME G

Ultimate Password

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

Weapons

On the name selection screen (contest mode) Enter your name as 'arsenal'.

Slippery Road

On the name selection screen (contest mode) Enter your name as 'banana'.

Unlimited Turbo

On the name selection screen (contest mode) Enter your name as 'nitroid'.

Rock Race Mode

On the name selection screen, Enter your name as 'roller'. You will hear a confirmation sound to tell you that the trick worked.

Extreme Speed

On the name selection screen (contest mode) Enter your name as 'xtreme'.

Fisheye Lens

On the name selection screen (contest mode) Enter your name as 'fisheye'. You will hear a confirmation sound to tell you that the trick worked.

Transparent Mode

On the name selection screen (contest mode) Enter your name as 'ghostly'.

Upside Down Mode

On the name selection screen (contest mode) Enter your name as 'antigrav'.

Wireframe Mode

On the name selection screen (contest mode) Enter your name as 'wired'.

Fisheye mode makes this game even more difficult to play.



FIFA: ROAD TO WORLD CUP '98

Different Scoring Animation

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

Ghost Players

Choose Slovakia as your team and enter LASKO on the player edit screen.

Small Players

Choose Vancouver as your team and enter KERRY on the player edit screen.

Big Heads

Choose Vancouver as your team and enter ANATOLI on the player edit screen.

Edit Players And Colours

While on the EA Sports screen, enter A, B, A, B, B, A, Z.

Black & White Mode

Choose Canada as your team and enter MARC on the player edit screen.

No Stadium

Increase the speed by choosing any team and entering CATCH22 on the player edit screen.

Invisible Players

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

Noisy Crowd

During the game, push various directions on the D-pad and the crowd will then hurl abuse at the other team!





FIGHTERS DESTINY

Fight As Ushi

Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.

Fight As Boro

Complete the game in Vs mode on the Easy difficulty setting.

Fight As The Master

Complete the game in Vs mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will then be available to play on the character selection screen.

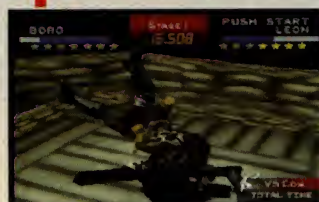


Fight As Robert

Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As The Joker

Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.



FORSAKEN

Level Select

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the D-pad to select your mission.

Unlimited Nitro

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

Psychedelic Mode

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

Wireframe Mode

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

Gore Mode

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

Invulnerability Mode

On the opening screen press A, Z, Z, Up, Left, C-Left, C-Left, C-Down

Invulnerability

On the start screen (ie: where it shows the 'press start' message) press: A, Z, Z, Up, Left, C Left, C Left, C Down and your shield worries are over!

Freeze Enemies

Pause the game then press R, Z, Right, Right, C-Up, C-Left, C-Right, C-Down.

Infinite Primary Weapon

Pause the game then press A, R, Z, Right, C-Up, C-Right, C-Down, C-Down.

Infinite Secondary Weapon

Pause the game then press B, B, Z, Left, Left, C-Up, C-Left, C-Right.

Infinite Solaris

Pause the game then press B, L, L, Z, Up, Down, C-Up, C-Up.

Infinite Titans

Pause the game then press A, B, L, Up, Up, C-Up, C-Up, C-Left.

Infinite Weapon Energy

Pause the game then press L, Z, Left, Right, Down, Down, C-Down, C-Down.

Invisibility

Pause the game then press A, Z, Z, Up, Left, C-Left, C-Left, C-Down.

Kill Enemies in One Shot

Pause the game then press B, B, B, L, R, Left, Down, Down.

Stealth Mode

Pause the game then press Up, Up, Up, Up, Right, Down, C-Left, C-Left.

Skip Credits

To skip the credits, reset after the opening credits start.



F-1 WORLD GRAND PRIX (IMPORT)

Credits and Gallery

Complete and win the championship on the rookie difficulty setting, and the gallery



Formula 1 World Grand Prix is by far the best racing game on the N64, use these cheats to help you go faster and look at some interesting options. Try to guess what the characters below actually look like or at least the left half!



and credits options will be available on the start screen.

Bonus Track

Enter Exhibition mode and select



driver Williams then edit his last name to read: 'Vacation'. Now return to the start screen and enter Exhibition mode again to find a bonus 'Hawaii' track with palm trees and even a volcano!

Gold Racer

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Pyrite'.

Now return to the start screen and enter Exhibition mode again. The 'Team Extreme' Gold driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.

Silver Racer

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Chrome'.

Now return to the start screen and enter Exhibition mode again. The 'Team Extreme' Silver driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.

F-ZERO (IMPORT)

The Ultimate Code

On the Mode Selection screen press L, Z, R, C-up, C-down, C-left, C-right, Start to access all cars and tracks. If you have entered the code correctly you should hear a chime.

Joker Cup

Compete and win all three Cups on standard difficulty setting, and the Joker Cup will now be available.

X-Cup

Compete and win all four cups on Expert difficulty setting, and the X-Cup will now be available.

Master Difficulty Level

Compete and win all four cups on all three difficulty settings and you'll open the Master difficulty level.



Small Cars

On the car selection screen press and hold L, R, C-Up, C-Right, C-Left, C-Down and you will be able to play with smaller vehicles.

Alternate Colours

Press the R button on the customise car screen and you can select a new colour for your vehicle.

Viewing Options

Pressing the C-buttons on the car selection screen will allow



you to view your chosen vehicle from different camera angles.

Leader Timer

During a race press the L button to reveal the time difference between you and the race leader. The time will appear in the top right hand corner of the screen.

GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.
Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

This is not so much a cheat but rather a little fun to keep the game on lighter note. When you play Goldeneye use the two control pad 'Domino' setting, and then at the end of each level – during the animation sequences – you will be able to shoot everybody by using the second control pad! This turns out to be particularly satisfying on the levels where you are captured at the very end, as you will be able to mow down your captors.

Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.

F1 POLE POSITION

Hidden Car

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A + B when you see the wait while loading message appears.

Change Engine

Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press C-Left or C-Right to change the engine.

Unlimited Fuel

For this cheat select Grand Prix mode and change the fuel setting to 10%.



FIFA 64

Funky Options

After you've scored a goal and the scorer is doing a victory run, press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a man who's yelling 'goal!'



Fifa 64 – not a good game by any means, but at least we've got some funky options for you to use.



GEX ENTER THE GECKO

Titanic Level

To access the titanic level, simply follow these instructions:
As you enter the start of the

game, venture to the front of the first gate. At the top there should be an area that you can climb onto to reach the very top

of the arch. Now jump onto the platform in front of you and you will be warped to the titanic level Geques Cousteau.



Goldeneye is not only the best game so far on the N64, it also has loads of cool cheats to totally change the way you play.



Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Left on D-pad and release.
Hold L & Right on D-pad and release.
Hold R & Down on D-pad and release.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Right on D-pad and release.
Hold L & R & C Down and release.
Hold L & Down on D-pad and release.
You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

Secret Levels And Characters

Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to

access the 007 mode, which also includes a level editor!

Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

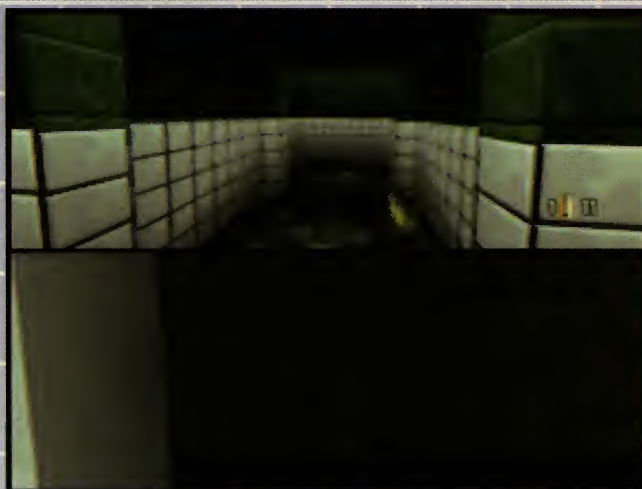
Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area.

You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for



quite a distance. A good place to try this is the Dam level. Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.



Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

THE COMPLETE

A-Z OF CHEATS

LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:
Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.



INTERNATIONAL SUPERSTAR SOCCER 64

Hidden Teams

On the title screen press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A then hold Z and press Start. The phrase "What an incredible comeback!" will confirm correct code entry and six all-star teams will now be available for you to choose from the team selection screen.

Big-Head Players

On the title screen press C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A then hold Z and press Start. Now players will have big heads.

Play Against The World Stars Secret Team

To play against the World Stars you must complete the game on any difficulty setting.

5 Hidden Teams

To access the 5 other secret teams after this you must defeat the world stars.

KILLER INSTINCT GOLD

Open all options

Press Z, B, A, L, A, Z on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: Z, B, A, Z, A, L. You'll hear "Welcome" if you've done it right

Play As Gargos

Wait until the character profiles appear and press: Z, A, R, Z, A, B. Gargos will laugh if it's worked.

Final credits

When the character profiles appear, press: Z, L, A, Z, A, R.

Play On Sky Level

Go to the character select screen in two-player mode - in order to do this you must have two joypads connected.

Push down on the analogue stick and press Yellow Down simultaneously on both of the joypads. This will allow you to play on a level which is high above the clouds.



Gargos is the the final monster that you meet in this fighting tournament.

JEOPARDY

More Money

For more money press L, R, L, L, R, R, C Down, C Up.

IGGY'S WRECKIN' BALLS

Cheat Menu

On the start screen press R + Z alternately to open up the cheat menu. Once the Cheat Menu is open you can the input the following codes to access the cheats.

happyheads
theuniverse
jumaround
swopshop
rolfharris
toomuchpie
microballs
2roktoo
light - wow!
iceprincess
goeeygoogoo
bomberball
1hitwonder
Toomuchfun
imallout
nonstop
nogoodie
2times
shootshot
ohmy
gobaby

Unlock All Secret Characters
Unlock All Secret Worlds
Enable Level Select (pause game)
Mix 'n' Match.
Pencil Sketch Mode
Fat Balls!
Small Balls!
Uses Turok 2 'dynamic' code
Lighting cheat
All Surfaces Ice
All Surfaces Slime
Only Bombs for Power Ups
One hit & you're out!
Bizarre Bouncy Physics
No Power Ups
Permanent Turbo Action
Goodies (Power Ups) are Replaced With Bombs
Double Length Turbo Roll
All Blue Projectiles for Power Ups
Obnoxious Particle FX
Full Turbo's



KOBE BRYANT IN NBA COURTSIDE

Play Hidden Teams

From the main menu, hold L and select a Pre-Season game by pressing A.

If you now scroll right you will find that three new teams will be available to choose: the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.

Hang On The Basket

After executing a two-handed dunk, hold B and your player will hang on the rim of the basket. Be careful not to hang on too long or a technical foul will be awarded against you.

View Replay

Hold B and Z after you score to view an instant replay of the basket. Alternate Replay Angle Hold down B during an instant replay.

Big-Head Mode

Begin a game in any mode and press Start to pause it then press the following buttons: Right, Right, Left, R, Z, Start, A, Start, A, Start, Z.

Disco Floor Code

Begin a game in any mode and press Start to pause it then press the following buttons: A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z



MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

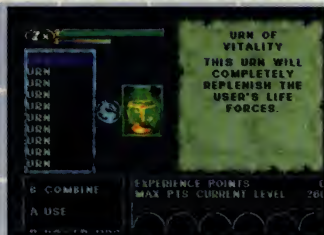
On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will then occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.



Play as Kameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold \leftarrow + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.



Unlimited credits

During the story screen, press \downarrow , \downarrow , \uparrow , \uparrow , \rightarrow , \rightarrow , \leftarrow , \leftarrow . A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Kredits window.

Extra options

During the Kombat mode selection screen, press \uparrow + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.



MORTAL KOMBAT 4

It's finally here! The game all beat-'em-up fans have been waiting for! Well, all those that aren't still waiting for Street Fighter, that is.

Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight As Noob Saibot

Select the 'Hidden' icon on the character selection screen.

Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Fight As Meat

Choose 'Group Mode' and win as all 16 characters.

Cheat Option

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

Fight As Goro

Select the 'Hidden' icon on the character selection screen.

Kombat Kodes

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable Maximum Damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum Damage and Disabled Throws
111 111	Free Weapon
123 123	No Power
222 222	Random Weapons
321 321	Big Head mode
333 333	Random Kombat
444 444	Armed and Dangerous
555 555	Many Weapons
666 666	Silent Kombat

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Kameleon	ON/OFF

MACE: THE DARK AGE

Change Character Costumes

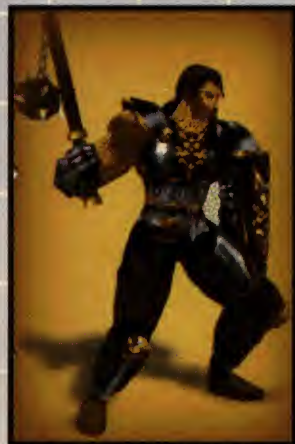
Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different costume colour schemes.

To Play Two-Player Practice Mode

Highlight Practice on the menu screen and press Start simultaneously on both of the controllers. Select the desired characters, and then knock each other about for as long as you like with absolutely no hint of a death!

Fight As Pojo The Chicken

Successfully perform Taria's execution. Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!



The hidden characters are impressive, with a huge arsenal of move to utilise.



Fight As Grendal

Win three times in two-player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears.

Don't release start, and press Quick to select Grendal.

Fight As Gar Gunderson, The War Mech Or Ichiro

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.

Bonus Stages

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with. The following codes are for two-player mode, except for Random AI.

The following cheats are entered in two-player mode:

Fight As Ned The Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

Head Swap

On the character selection screen, press Start on each of the



Pecking Order! Yes, it's true, Midway have actually made a code so that you can access and play as a chicken.



following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira.

The two characters that are then chosen with swap noggins!

Pink Slippers

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha.

When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!



MYSTICAL NINJA STARRING GOEMON

Fight Impact Bosses From Menu

Find every silver fortune doll in the game (you'll now if you've got them all before you finish because your life gauge will be full). At the end of the game following the credits a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.



Extra Songs in Sound Test

Complete the game and then press the start button to return to the main menu. Now enter the options menu and select 'sound test, and you will then notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

Forever Falling Glitch

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in.

Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth.



MISSION IMPOSSIBLE

Silenced Weapon

On the mission select screen, press C-Up, L, C-Right, C-Left, C-Down. When the code has been accepted you will hear the words "Ah that's better."

Infinite Ammo

On the mission select screen, press C-Up, Z, C-Left, Z, C-Left. When the code has been accepted you will hear the words "Ah that's better."

Invulnerability

On the mission select screen, press R, Z, C-Down, R, R. When the code has been accepted you will hear the words "Ah that's better."

Rocket Launcher

On the mission select screen, press C-Up, L, C-Left, C-Right, C-Down. When the code has been accepted you will hear the words "Ah that's better."

Turbo Mode

On the mission select screen, press C-Up, Z, C-Up, Z, C-Up. When the code has been accepted you will hear the words "Ah that's better."

Kid Mode

On the mission select screen, press C-Down, C-Up, R, C-Left, Z. When the code has been accepted you will hear the words "Ah that's better."

9mm Pistol

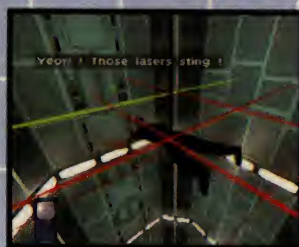
On the mission select screen, press R, L, C-Down, C-Up, C-

Down. When the code has been accepted you will hear the words "Ah that's better."

Big-Head Mode

On the mission select screen, press C-Down, R, C-Up, R, C-Left. When the code has been accepted you will hear the words "Ah that's better."

If you're getting bored pretending to be Tom Cruise, use these cheats to make life a little easier, or just for sheer amusement.



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming that you aren't completely incompetent at driving that is, you'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you.

Doing this, you'll be able to unlock the hidden cars and mirror tracks

even faster than you would otherwise, not that it should take much longer than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences.

Drive through the tree (don't worry, it won't hurt!) and you'll then be on easy street!



Choose by this Kingroader to drive in the yellow color as a tip and really it's a little bit better. 64 SOLUTIONS: if it's out, we've got the cheats.

It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS: if it's out, we've got the cheats.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Skip to Quan Chi

As Sub Zero dies before a checkpoint, hold down A.

Skip to Shinnok

As Sub Zero dies before a checkpoint, hold down B.

Defeating Shinnok

Shinnok is protected by a force field almost the entire time but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When this happens use an Ice Blast to freeze him.

To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and press the A button to steal his amulet.

All that remains is to enter the Gateway and return to earth.

Save the Earth from evil in this incredibly difficult platform beat-'em-up!



The Moves

- | | |
|-------------|------------------------------|
| 3 Hit Combo | HK, HK, Back + HK |
| 6 Hit Combo | HP, HP, LP, HK, HK, Back + H |

Fatality

- | | |
|-----------|--------------------------|
| Spine Rip | F, D, F HP (Stand Close) |
|-----------|--------------------------|

Level Codes

- | | | |
|---------|----------|--------|
| Level 2 | Wind | THWMSB |
| Level 3 | Earth | CNSZDG |
| Level 4 | Water | ZVRKDM |
| Level 5 | Fire | JYPPHD |
| Level 6 | Prison | RGTKCS |
| Level 7 | Bridge | QFTLWN |
| Level 8 | Fortress | XJKNZT |

Cheat Codes

- | | |
|----------------------|--------|
| Urns of Life | NXCVSZ |
| 1000 Lives | GTTBHR |
| Exploding Rock Boss | RCKMND |
| End Credits | CRVDTS |
| Fortress + 20,000 Ex | ZCHRRY |
| Invincibility | TDFCLT |

Special Moves

- | | |
|--------------------------|---|
| 1: Ice Blast | D, F + LP |
| 2: Ice Slide | BL + B + LP + LK |
| 3: Directional Ice Blast | D, F + HK |
| | D, B + LK |
| 4: Flying Ice Blast | D, F + LP (When Jumping) |
| 5: Ice Clone | D, B + LP |
| 6: Ice Shatter | Freeze any opponent twice and you will can shatter them with an uppercut. |
| | BL + B + LP + LK |
| 7: Power Ice Slide | D, F, F + HP |
| 8: Freeze on Contact | F, B, B + HP |
| 9: Polar Blast | |

MADDEN 64

View Ending

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

Team Tiburon

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'.

You can now select this team of giants in Exhibition mode!

EA Stadium

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen.

You'll now be able to play at Electronic Arts' own special ground!

Extra Teams

Again on the Create Player screen, enter the following names to access hidden teams.

SIXTIES – Players from the 1960s.

SEVENTIES – Players from the 1970s.

EIGHTIES – You'll never guess.

All Time Madden Team

Enter the name AT_MADDEN (the underscore denotes a space).

MIKE PIAZZA'S STRIKE ZONE

Cheat Menu

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

Bonus Stadium

On the pre-game menu enter Right, A, C Up, L, A.

Low Gravity

On the pre-game menu enter Up, R, A, L.

Always Hit Home Runs

On the pre-game menu enter L, A, Down, Right.

Increased Gravity

On the pre-game menu enter Up, Down, L, Up, R.

Crazy Ball

On the pre-game menu enter C Right, A, Z, B, A, L, L.

Fast Game

On the pre-game menu enter L, A, Z, R, B, A, L, L.

Crazy Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, B.

Slow Game

On the pre-game menu enter Up, L, L, B, A, L, L.

Varied Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, L.

Alternate Sky

On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

Easy Steals

On the pre-game menu enter C Left, A, Down, C Up, Z.

Bonus Teams

On the pre-game menu enter C Right, A, Down, Left.

Aluminum Bats

On the pre-game menu enter R, A, Z, B, A, L, L.

Hidden Message

On the pre-game menu enter C Up, R, B, B.

Red Bats

On the pre-game menu enter R, Down, B, A, Right.

View Credits

On the pre-game menu enter R, A, Z, R, C Right, A, B.

Blue Bats

On the pre-game menu enter B, L, B, A, Right.

Psychedelic Bats

On the pre-game menu enter Z, B, R, A.



NAGANO OLYMPIC HOCKEY '98

Continual Fighting

Make sure that the 'Fighting' selection is highlighted on the options screen, hold L and then press
C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:
C-Down + R to alter bits 1 and 2
C-Left + R to alter bits 3 and 4
C-Up + R to alter bits 5 and 6

Register Effect

100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer's voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice



These secret codes will make your hockey playing much more interesting.

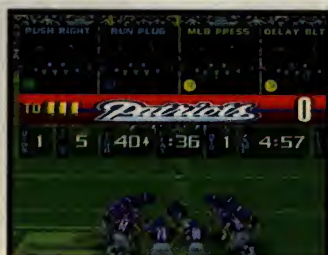
NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.

Even if you don't understand the basics of the game from across the pond, the codes on the right should make for an interesting game.

Cheat Mode

Enter the codes (in the box on the right) on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone.



NBA IN THE ZONE 98

Easy Free Throws

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

Effect

Eight downs
Tall, thin players
Expert defence
Strong receivers
Longer dives
Spinning receiver
Top quarterback
Longer jumps
Slow motion
Fumble mode
Repeated fumbles
Short players
Instant passing
Disable cheats
Lousy defence
Lousy offence
Ball tipped when passing
Repeated dives
No tackles
Crawling players
Lousy players
Sledge mode
100-yard passes, kicks, and punts
Always tackle
Expert players
Speedy running
Acclaim and Iguana teams
No fumbles
Lousy quarterback
Electric football mode
Max discipline & awareness stats

Code

8DWNDRV
BBMNTBL
BGBFYDF
BGBFYFF
BGSPRDV
BGTWSTRS
BRDWYNMTH
CRLWYS
FRMBYFRM
GTNHNS
GTNHNS
JPNSMWR
LDSTRTRK
LLCHTSFF
LLDFSCK
LLFFSCK
LWYSTPSS
MNFLDMD
NBCTCKLS
PBYBYMD
PNWYRMN
SNWSLDS
SPRBGRMS
SPRDPRTCKL
SPRTMMMD
SPRTBMD
STNTXTM
TGHTGRP
TRNTDLFR
YLCTRCFB
YNSTYNS

THE COMPLETE A-Z OF CHEATS



Customise your team with the bizarre "ridiculous hair" cheat, sent in by James Brain of Trowbridge.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team.

Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)	Miller (Reggie Miller)
Cliffr (Cliff Robinson)	Motumb (Dikembe)
Davidr (David Robinson)	Mutumbo)
Dream (Hakeem Olajuwon)	Mourng (Alonzo Mourning)
Elliot (Sean Elliot)	Mursan (Gheorghe Muresan)
Ewing (Patrick Ewing)	Pippen (Scottie Pippen)
Glennr (Glenn Robinson)	Rodman (Dennis Rodman)
Ghill (Grant Hill)	Rice (Glen Rice)
Hgrant (Horace Grant)	Smits (Rik Smits)
Johnsn (Larry Johnson)	Stackh (Jerry Stackhouse)
Kemp (Shawn Kemp)	Starks (John Starks)
Kidd (Jason Kidd)	Webb (Spud Webb)
Malone (Karl Malone)	Webber (Chris Webber)

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff. Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	461	Infinite turbo
048	No music	552	Hyper speed
111	Tournament mode	616	Increase blocking power
120	Turbo passing	709	Fast stealing
273	Stealth turbo	802	Maximum power
284	Maximum speed	937	No goal tending
390	No shoving		

NHL BREAKAWAY '98

Cheat Menu

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. The cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

Remove Opposing Goalie

Press Start during play and select the game options menu which is followed by the game settings menu.

Select the 'Controller Set-up'

PUYO PUYO SUN 64

Elephant Mode

On the character select screen, highlight Elephant and hold Start for three seconds. All the characters will turn into pachyderm.

Play As Satan

On the character select screen, highlight Shezo and hold Start for three seconds. Satan will make herself known.

Random Character Select

On the character select screen, highlight Rulue and hold Start for three seconds. You will now play as a randomly chosen character.

Play As Carbuncle

On the character select screen, highlight Arle and hold Start for three seconds. Carbuncle, the little dancing rabbit thing who appears throughout the game, can now be selected.

Select Opponent's Character (two-player mode)

On the character select screen, highlight Doraco and hold Start for three seconds.

The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate.

OFF-ROAD CHALLENGE

Four Extra Trucks

Punisher Truck:

Tap C Down on the vehicle selection screen.

4x4 Monster Truck:

Tap C Up on the vehicle selection screen.

Thunderbolt Truck:

Tap C Left on the vehicle selection screen.

Crusher Truck:

Tap C Right on the vehicle selection screen.

Extra Trucks

Punisher Truck: Tap C-Down on the vehicle selection screen.

4x4 Monster Truck: Tap C-Up on the vehicle selection screen.

Thunderbolt Truck: Tap C-Left on the vehicle selection screen.

The Crusher Truck: Tap C-Right on the vehicle selection screen.

El Cajon Track

To play the El Cajon stage, go to the level select menu, then press both the L + R buttons together and hold Up on the control pad. You should hear a drill sound to confirm the cheat has worked. Then highlight the El Paso stage and hold down the Z button and press A.

Flagstaff Track

To get the secret level FLAGSTAFF, go to the level selection screen, hold L, then press Right on the d-pad. You should hear a drill sound. Now highlight MOJAVE and hold down the Z button and press A.

Guadalupe Track

To play the Guadalupe stage, go to the level selection screen, press the R button and hold Down on the control pad. You should hear a drill sound. Then highlight the VEGAS stage hold down the Z button and press A.

Quick Start

To get a boost of speed at the start of the race, hit the gas when the announcer says "Go!"

option and move your controller across so that you're commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended! Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.



Mad options within this game will let you turn your players into slam dunking freaks!



ROBOTRON 64

The following codes should all be entered whilst on the Robotron game setup menu screen.

Extra lives

Enter the following passwords to start the game with 110 lives.

Easy difficulty level:

BSBBBBTJBB

Normal difficulty level:

BCBBLBTJBB

Insane difficulty level:

BFBBCJTBB

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.



Cheat your way through this great Crave Entertainment game, with the help of 64 SOLUTIONS.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down. The following codes need to be entered while playing the game.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Access Final Level

Enter BJTCNGLFCR as a password.



Passwords

Level 90: CSSRQQLRH

Level 98: DGQDQQLHJ

Level 99: DNKFQGLLJ

Level 100: DDJGQGLLJ

Level 101: DLRHQQLMJ

Level 102: DBBJQLDLS

Level 103: DNMJQGLPS

Level 104: DNTJQLCLQJ

Level 105: DGBKQLCLRJ

RAMPAGE

Change Character Colours

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph

Hidden Character

In the Scum Lab Facility and eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level.

He can fly and is able to shoot a fireball by pressing C-Down.

Tank/UFO Rides

You can hitch a ride on tanks or UFO's by jumping onto them.

At what other time would you be able to totally destroy public property with absolutely no fear of nasty legal action? Cool!

They will stop shooting at you and you are able to control the direction in which you will move. This ride will not last for long so be ready to jump clear.

Hidden Cities

On the next city screen tap the following buttons.

Ralph	Kick
Lizzie	Punch
George	Jump

Allergies

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

Ralph	Cats.
Lizzie	Birds.
George	Dogs.

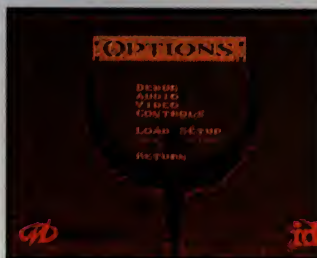


QUAKE

Debug mode

This cheat gives you access to Level Warp, Weapons and God mode.

On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'. Now return to the menu and you will have special access to the Debug menu at the top of the screen.



No Clipping Mode

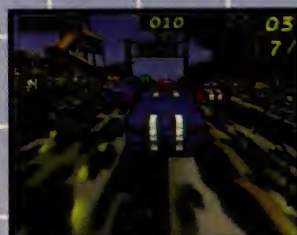
Enter NOCLIP as a password on the password screen and you will be able to walk through walls.

This is the ultimate cheat for this ultimate beat-em up classic. Enter the Debug code to access all weapons and God mode.





Activating the secret level is done through the select menus.



Ruin the lovely tarmac with this texture change cheat!

Once you've played all the tracks and cars, get your money's worth and use these great codes.

SAN FRANCISCO RUSH

Alcatraz - Track 7

1. Enter the Track Winning Code As Follows.
8DP5KG5L4G59P
G92WVCQY0DRDQ

2. Choose continue circuit and then let the timer run out. You will now receive a Formula 1 car and a congratulations message.

3. On car select screen, Hold C-Left, press Z, release both buttons and press Left.

4. On setup screen, Hold C-Up, press Z, release both buttons and press Up.

5. On track select screen, Hold C-Right, press Z, release both buttons and press Right.

6. On car select screen, Hold C-Down, press Z, release buttons

and press Down, L, R.

Alcatraz will now appear as track seven on the circuit select screen.

Change Track Textures

On the setup screen, Hold C-Right, press L, release both buttons and press Z. Keep repeating this procedure to switch between the available textures.

Change tyre size

For Rear Tyres On the car select screen, Hold C-Right and press C-Left. Now Hold C-Left and press C-Right. Repeat this code until the tyres are the required size For Front Tyres On the car select screen, Hold C-Left and press C-Right. Now Hold C-Right and press C-Left. Repeat this code until the tyres are the required size

Race upside down

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.

Drive the burning car

On the car select screen, Hold C-Up and press Z, Z, Z, Z.

No Timer

On the setup screen, Hold Z, then perform this code. Hold C-Down and press C-Up, keep holding Z, Hold C-Up and press C-Down.

SUPER ROBOT SPIRITS

(IMPORT)

These cheats have not yet been tested and we do not advise you to try them all!

New Colours - Dunbine and Walker Galliam

If you play the game for over 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

Play as Master Gundam

Select Story mode and defeat Master Gundam three times, and he will become accessible as a playable character.

Play as Devil Gundam

Complete Story mode with all the characters, and then use Master Gundam to beat Devil Gundam in 64 mode.

You will now be able to select and play as Devil Gundam.

Play as Judecca

If you play the game for over 300 hours, Judecca will appear as a playable character.

Shining Gundam

In Vs mode use Shining Gundam, and defeat 21 opponents.

On the select screen, you will now be able to access Shining Gundam, and use him on all game modes.



1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Deadly Fall

Select Match Race and finish all courses in expert mode.

Penguin Snowboard

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.

Gold Boarder

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

Transparent Boarder

Firstly you must complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.



SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak (you must have one for the cheat to work) and call it 'Wampa..Stompa' (each '.' represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

Play As AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will

then let you change camera views until you see the AT-ST. Use the D-pad to attack.

End Sequence

End your name as 'Credits' (a space before the first C). When you begin the game, you will be taken to the end sequence.

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character – push Down to give people Hamill-style scars.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right

for another five seconds, you will now be flying a TIE Fighter!

Cheats Menu

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works.

1. As usual use a game with the player's name as 'Wampa..Stompa'. The name must be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.
2. Begin playing on any level and pause the game.
3. Hold down all of the following buttons: All the C buttons, Z, L, R and D-pad Left.
4. While holding all the above buttons down, move the analogue stick halfway to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process again with

the analogue stick to the left, then again to the right, and then again to the left.

7. Pink text should appear at the top of the screen. Use L and R to change the options – some of them can be changed by pushing the control stick up and down. Press A to activate them.

8. To get the cheat menu back, pause the game, then hold down



You can be the AT-ST in Shadows with this cheat!

all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

SNOWBOARD KIDS

All Characters Boards And Courses

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left



Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.



Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid then will jump out into an early lead without needing to build up speed.

Quicksand Valley

First you must get gold on courses one to six.

A new snowboard and the Quicksand Valley desert track will now be available to you.

Ninja Land

Get gold on Silver Mountain.

Play As Ninja

Get gold on Ninja Land.

Silver Mountain

Get gold on Quicksand Valley.

When you see the 'READY' sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manoeuvre correctly.



STAR SOLDIER: VANISHING EARTH

Extra Options

Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.

TOP GEAR RALLY

The best way to enter these cheats is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you are not a techno-ponce however, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen.

Rest assured, you can play the Strip Mine track.

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others that you haven't already opened) in Arcade and Time Attack modes..

Beachball Car

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time

Cupra [Ice Cube] Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Mirror Courses

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z. A new credit screen will be displayed.

Access All Cars

All normal cars, at least – you still

Bonus Cars

Complete the following seasons to access displayed cars:

Season	Car
2	Type CE (Toyota Celica) and Type IP (Isuzu P)
3	Type M3 (BMW M3) and Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) and Type RS (Ford RS 200)
5	Type PS (Porsche 959)
Mirror	Milk Truck and Helmet Car

have to work to get the secret vehicles! Enter the code, then go to Arcade Mode to see the cars. A, Left, Left, C Down, A, Right, Z

Mirror Cars

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

Helmet Car [or Mini]

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

Change Car Colours

Then hold down L, R and all four C buttons on the car select screen, then move the d-pad up or down. Once you've done that, you can change the car's colours by holding

the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

View Strip Mine

If you don't want to cheat, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Play as the Milk Truck

To drive the milk truck press DOWN, A, RIGHT, Z, RIGHT, UP, DOWN C at the menu screens before the race.

Strip Mine Course

Finish season six in first place in all races.

TUROK

Full cheats list!

Enter the following in the cheat menu provided in the game

Vivid Colours

LLTHCLRSFTHRN

Changes the colour palette and makes it far more outta-sight!

Gives everything in the game!

NTHGTHDGD CRTDTRK Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

Show Enemies

NSTHMNDNT

When you call up the map, enemies are shown by red arrows.

Quack Mode

CLLTHTNMTN

A parody of Quake with bad animation and grotty textures.

View Ending

Enter the above code, turn on the invincibility option (always handy to have) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not very long).

ZDNCHN
DLKTDR

Dana mode, gives you tiny enemies.
Pen and Ink mode, turns everything into sketches.

SNFFRR
THBST

Disco mode – you figure it out!
Gallery mode – lets you view all the characters.

CMGTSMMGGTS
BLLTSSRRFRND
FRTHSTHTTRLSCK
THSSLKSL
GRGCHN
FDTHMGS
RBNSMTH

All weapons.
Infinite ammo
Unlimited lives.
Spirit mode all the time.
Greg mode – loads of weird stuff!
Credits.
Robin mode, infinite everything, invincibility.

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters. You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes to play along to.

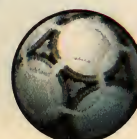
View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits! Okay, maybe it's not that exciting.

WORLD CUP '98

Change Scoring Sounds

Use this cheat for some amusing noises: tap A, B, C Left, or C Down after scoring for different game sounds.



WETRIX

Alternate Floors

Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern.

WCW VS NWO

Play As Dallas Page

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

Play As Glacier

Also in League Challenge mode, if you beat IU you'll then be able to access that frosty wrestler Glacier.

Play As Randy Savage

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

Play As Wrath

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. Then he'll be yours to wreak havoc with.

A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll eventually meet two bosses, one for the Heavyweight category and one for the Cruiserweight category. Once you've beaten them, they'll be available as selectable characters. The characters are as follows: WWW Super Cruiser - Black Widow
WWW Super Heavy - Joe Bruiser

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to

display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY '98

The 1998 respray of Gretzky has a few cheats tucked away.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the



appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations. C Down + R - alters bits 1 and 2
C Left + R - alters bits 3 and 4
C Up + R - alters bits 5 and 6

WAVE RACE 64

Different

Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves:

Handstand Backwards, Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive

If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.

WWF WARZONE

Play As Trainer

This has to be one of the easiest cheats ever! Simply enter the training room and select any move. You'll see a message informing you that the trainer is now accessible as a playable character.

Alternate Outfits

Hold down all four buttons on the C pad and press A whilst on the character select screen to change any wrestler's colour.

Burp and Fart Mode

Use Mosh or Thrasher to beat WWF Challenge on any difficulty to get Burp and Fart Mode. In this mode, every time you're hit you'll relieve trapped wind!

Ego Mode

Use Ahmed Johnson to beat WWF Challenge on Medium or Hard difficulty and you'll be able to access Ego Mode.

Extra Goldust Costumes

Use Goldust to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

Extra Stone Cold Costumes

Use Stone Cold Steve Austin to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

Ladies Night Mode

Use Triple H or Shawn Michaels to beat WWF Challenge on Medium or Hard difficulty and you'll be able to access female bodies with the wrestler creation facility.

No Wimps Mode

Use Faarooq or Ken Shamrock to beat WWF Challenge on Medium or Hard difficulty and you'll be able to disable blocking.

Rattlesnake

Use a created wrestler that has 40 of the possible 50 points to beat WWF Challenge on Medium or Hard difficulty and you'll get access to a secret Stone Cold.

Access Dude Love and Cactus Jack

Use Mankind to beat WWF Challenge on Medium or Hard difficulty and you'll unlock hidden characters Cactus Jack and Dude Love.

Register Effect

100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.

Reflections

Use any wrestler on any mode to beat WWF Challenge on Medium or Hard difficulty and you'll be able to turn the wrestlers' shadows into colour reflections.

Big Head Mode

Use British Bulldog or The Rock to beat WWF Challenge on any difficulty to give your wrestlers bigger heads than they already have!

All Meters Off

Use Undertaker to beat the WWF Challenge on Medium or Hard difficulty to access All Meters Off mode.

Play as Pamela feature:

Use Sue to beat the WWF Challenge on Medium or Hard

difficulty and Pamela will become available as a custom wrestler.

Play As Sue

Use Owen or Bret Hart to beat the WWF Challenge on Medium or Hard difficulty and you'll be able to access the female character, Sue.

Fight In Wrestlemania Ring

Complete the game in Season mode to access a Wrestlemania-style ring.

Extra Clothes

Use Kane to beat the WWF Challenge on Medium or Hard difficulty to give you more clothes to choose from in the wrestler creation mode.

Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS, UK
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
64sol@paragon.co.uk
http://totalgames.net

VOLUME EIGHT

Managing Editor Damian Butt
gecko@paragon.co.uk

Production Editor Lou Wells
louise@paragon.co.uk

Staff Writer Russell Murray
64sol@paragon.co.uk

Design Lisa Johnson
lisam@paragon.co.uk

Contributors
Andy McDermott, Ben Laurence,
Roy Kimber

Advertising Manager Felicity Mead
Direct line (01202 200233)
felicity@paragon.co.uk

Ad Production Dave Osborne, Jo James, Clare Hayton, Ross Thornley

Online Editor Stuart Wynne
ssw@paragon.co.uk

Senior Production Manager
Jane Hawkins

Systems Manager Alan Russell

Bureau Manager Chris Rees

Scanning Liam O'Hara

Marketing Manager
Monica Casal-Guerra

International Licencing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

Finance Director Trevor Bedford
trevorb@paragon.co.uk

Art Director Mark Kendrick
mkendrick@paragon.co.uk

Jt Managing Directors
Di Bedford dibedford@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk

Subscriptions
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 299955
http://64sol.subs.net
subs@paragon.co.uk

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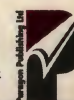
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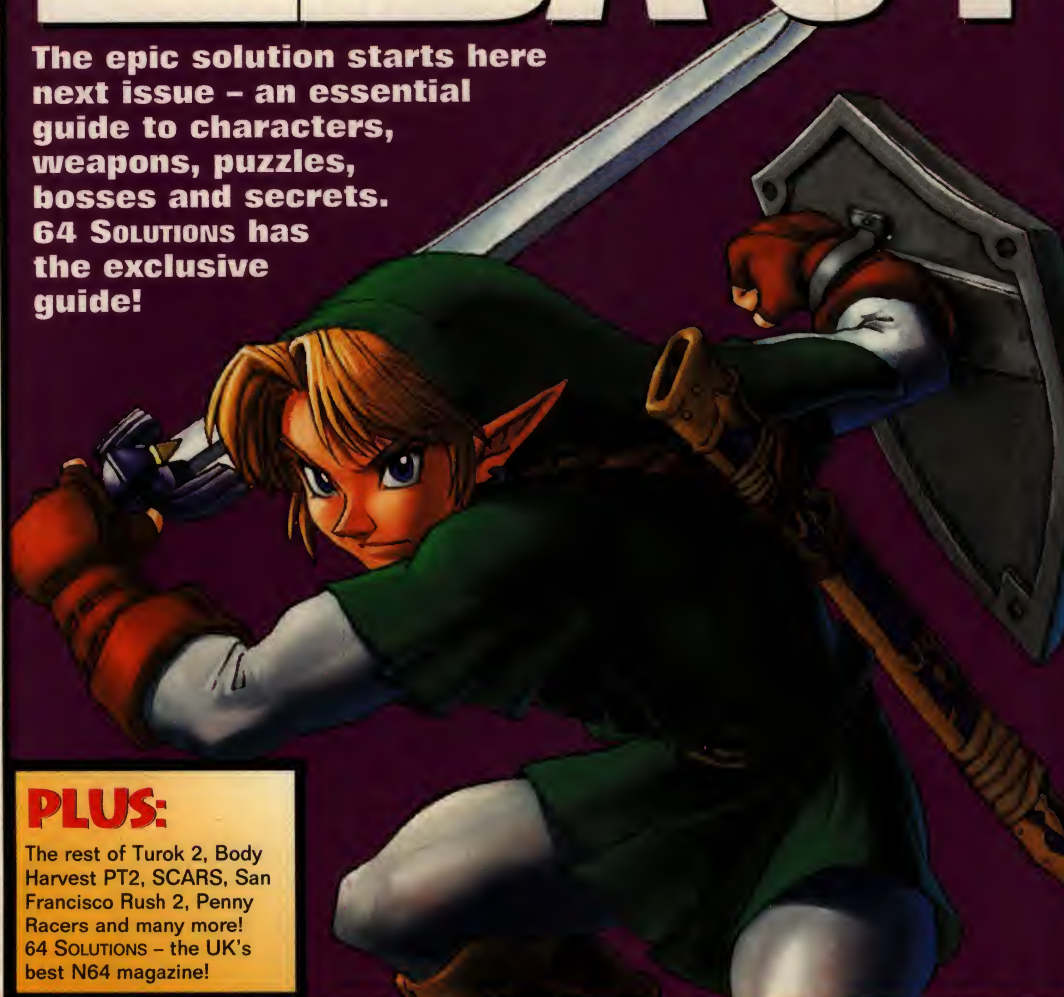
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